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OFFICIAL STRATEGY GUIDE

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UFC® 2009 UNDISPUTED™

COVERS XBOX 360® AND PLAYSTATION® 3 COMPUTER ENTERTAINMENT SYSTEM

BASED ON A GAME RATED BY THE ESRB TEEN T

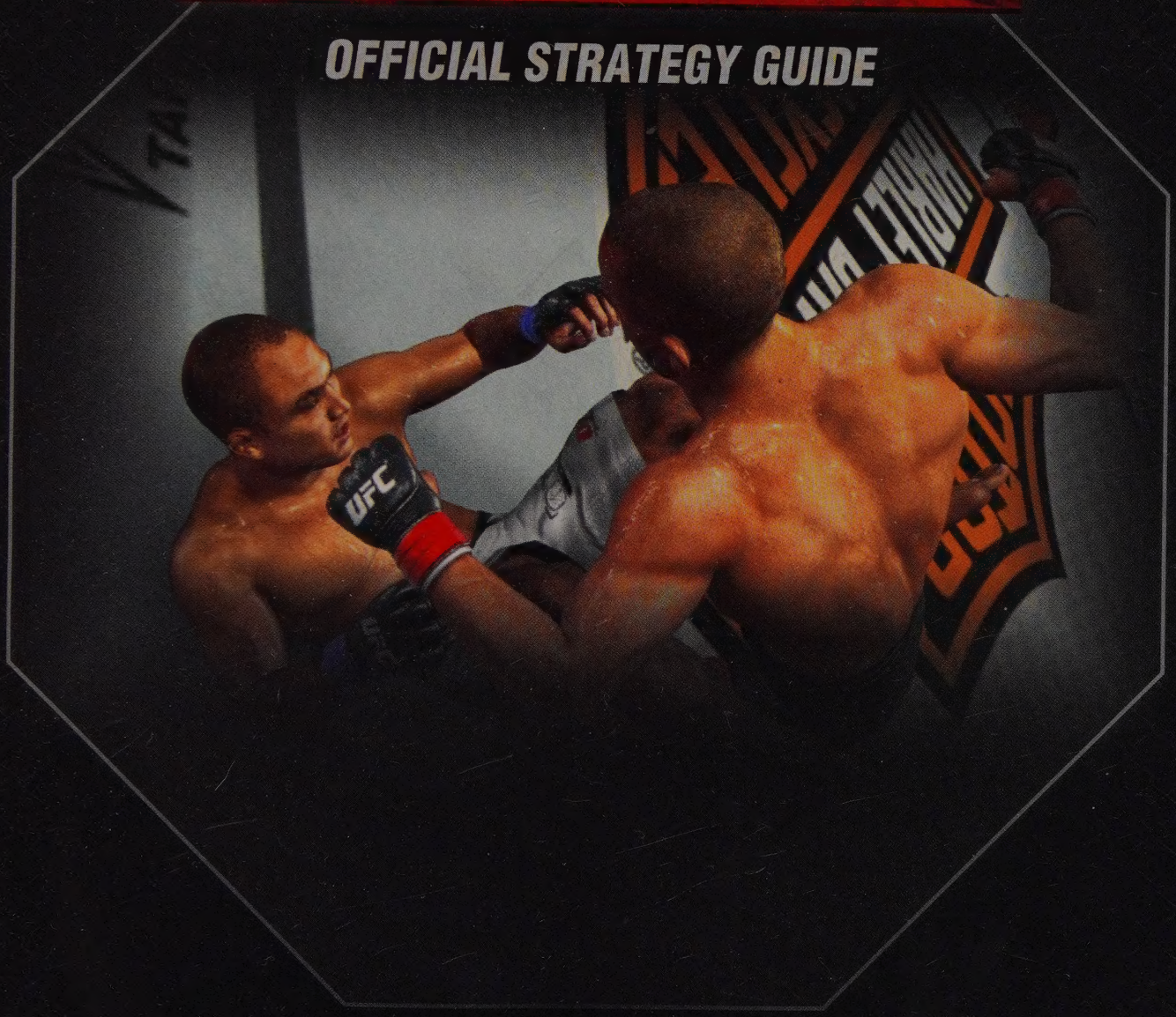
THQ

OFFICIAL PRODUCT UFC ULTIMATE FIGHTING CHAMPIONSHIP UF 00956344

Written by Bryan Stratton

UFC® 2009 UNDISPUTED™

OFFICIAL STRATEGY GUIDE



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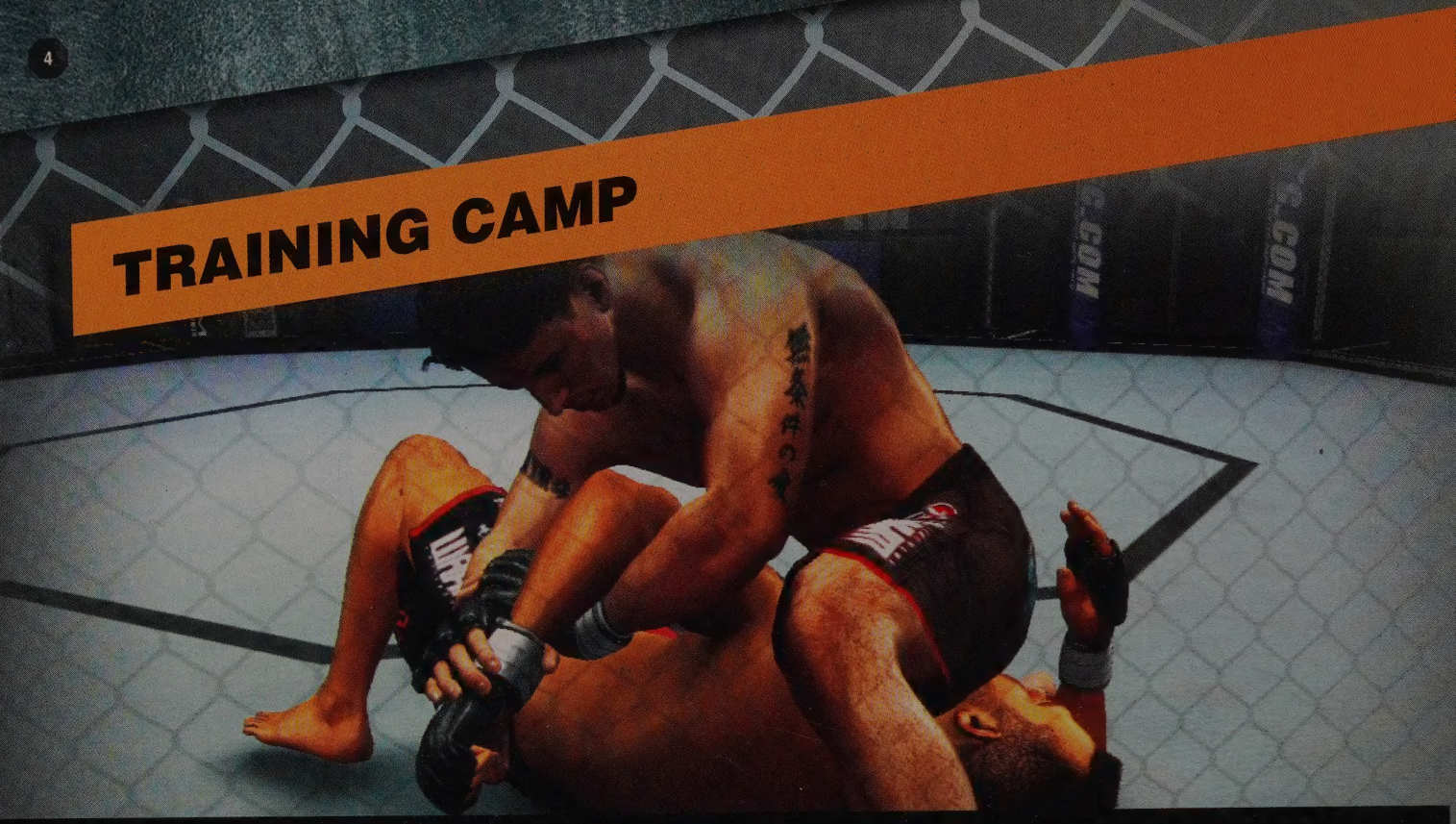
TRAINING CAMP



Climbing the ranks of the UFC takes a lot more than a stiff uppercut or a tight armbar. You have to know your fighter's strengths and your opponent's weaknesses, be able to formulate a game plan to exploit both, and have the mental quickness to improvise in the Octagon if things don't go as expected.

This section of the guide breaks down every concept and control you must master to achieve ultimate success in the UFC. It begins with the most basic facts and ends with the most complex information. Once all of it becomes second nature to you, you're well on your way to wearing UFC championship gold!

UFC

Read the User Manual

This chapter (as well as this guide) is intended as a *supplement* to the user manual that comes with the game, not a *replacement* for it. In order to focus on strategy (the reason you bought this guide), we avoid repeating content from the game's user manual unless it's relevant to the discussion.

BASIC CONCEPTS

Every UFC fighter needs a thorough understanding of the following basic concepts before he even sets foot in the Octagon.

MATCH RULES

Each UFC fight takes place over the course of two or three five-minute rounds. The exception to this is championship matches, which run five rounds. When the time limit in a round is reached, both fighters must immediately disengage and return to their corners, where they get a brief moment to catch their breath and get advice from their trainers.

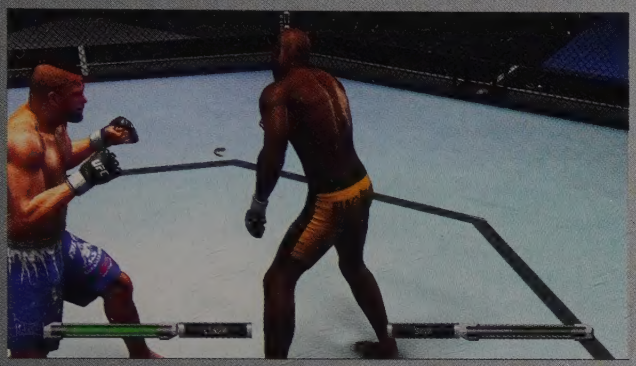
During the fight, both fighters must stay busy. If they do not continually try to damage or gain an advantage over their opponents, the referee can separate them (if they're on the ground or in the clinch).

Victory Conditions

There are five ways to win a fight:

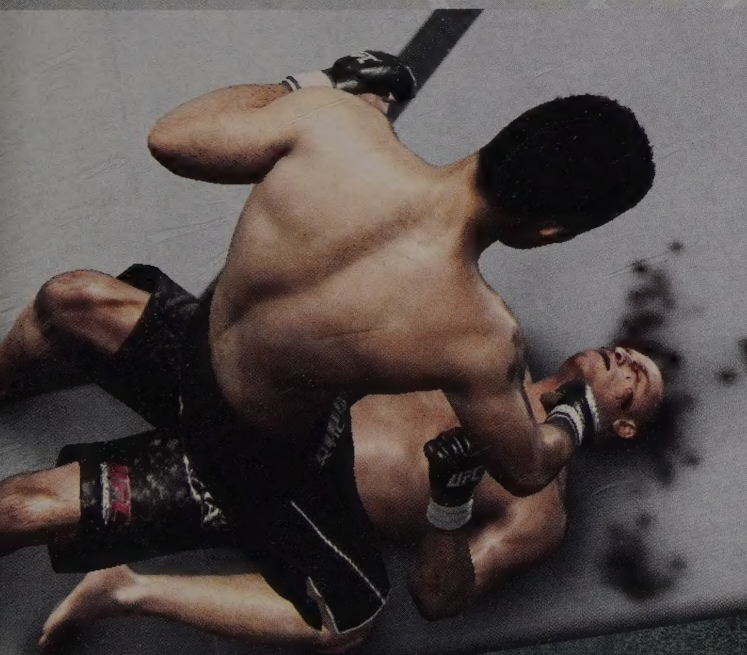
Knockout (KO)

If you land a perfect strong strike or strong kick against a weakened opponent's head, you might just knock him out cold. If that happens, the fight is over, and you're awarded the victory by KO.



Technical Knockout (TKO)

If you gain the advantage over your opponent and hit him with several unanswered head strikes, he will get disoriented ("rocked"). When rocked, an opponent is helpless to defend himself effectively. If you press the attack with additional punches, the referee will stop the fight and declare you the winner by TKO.



Submission

When you gain a dominant (or "advantaged") position on your opponent, you can attempt a submission hold. Submission holds are special grapples intended to either put extreme stress on an opponent's joint or choke an opponent unconscious. If your opponent can't break or withstand the hold, he will either tap out or lose consciousness, awarding you the victory by submission.

Decision

If neither fighter is able to finish his opponent by the end of the final round, the fight goes to the judges. They score the fight according to a number of factors, including the number of successful strikes, reversals, and takedowns each fighter executes, and the amount of time each fighter spends in an advantaged position on the ground. Fighters who continually remain on defense and show little in the way of offense are not judged favorably.

There are three judges, and each of them rates each fighter's performance in each round of the fight. The winner of each round is awarded 10 points (unless specifically penalized by the referee). The loser of the round receives nine points or less. The sum total of all judges' scores across all rounds determines who wins the fight.

In very rare situations, each fighter receives the exact same number of points from the judges. In that case, the fight is ruled a draw, and neither fighter receives a win or loss. A draw is also declared if two of the three judges score the fight as a draw, regardless of the third judge's decision.

Forfeit

If either fighter forfeits a fight before it's over, that fighter receives the loss.

ATTRIBUTES

Each fighter in *UFC 2009 Undisputed* has three physical attributes: strength, speed, and cardio.

Strength

A fighter's strength is self-explanatory. It's the physical power behind every strike he throws and every grapple he executes. Fighters with higher strength inflict greater damage with their strikes, and they have an advantage when attempting grappling moves, often overpowering their opponents with brute force. Strength also helps with brute force submission escapes.

Speed

Speed determines how quickly a fighter can execute his moves. The higher a fighter's speed attribute, the faster the fighter can punch and grapple, and the shorter his opponent's window is for blocking or countering. On defense, a fighter with high speed has a better chance of countering and blocking his opponent's attacks.

Cardio

Cardio is a measure of a fighter's maximum energy reserves. The more cardio a fighter has, the more active he can be during the fight before he gets exhausted ("gassed"). Every physical action during the fight, from strikes to transitions, requires energy. The bigger the move, the more energy it takes. The higher a fighter's cardio, the more energy he has to burn.

TECHNIQUES

Each fighter specializes in one striking technique and one grappling technique.

UFC Q&A: NATE MARQUARDT

Q: What are your thoughts on the three striking techniques? What are the strengths and weaknesses of each, as you see them?

A: "Boxing has the best leverage for power in punches, and a good boxer has the best footwork and angles. But boxers do not handle kicks, knees, or elbows well and can be predictable.

"Kickboxing has a good combination of Muay Thai and Boxing technique, and kickboxers have a lot of tricks, but they are sometimes easier to take down.

"Muay Thai is the traditional style of kickboxing and has excellent knees and elbows. It's great for the clinch as far as strikes, but it lacks in punch power and punch combinations, and specialists can also be taken down easier."

Striking Techniques

There are three striking techniques in *UFC 2009 Undisputed.* Most strikes in a fighter's move-set are common to all three styles, but several strikes are unique to a particular technique.

Boxing

Boxing strikers have a background in the sport of the same name. Their standing offense is made up of a variety of punches, at the expense of kicks and knee strikes. They have additional technique-specific punches available to them, but they lack technique-specific kicks.

The most important skills for fighters with the Boxing technique are Standing Strikes.

UFC fighters who have Boxing as their striking technique include Rampage Jackson, Rashad Evans, Michael Bisping, Rich Franklin, Frank Edgar, and BJ Penn.

Kickboxing

Kickboxing uses many of the same punching strikes as Boxing, but as the name implies, it also incorporates a number of kicks into the fighter's striking offense. Kickboxers can use technique-specific punches and kicks.

Fighters with the Kickboxing technique should bump up their Standing Strikes and Standing Kicks.

Mike Swick, Cheick Kongo, Georges St-Pierre, Chuck Liddell, Forrest Griffin, and Mirko Cro Cop are all Kickboxing strikers.

UFC Q&A: MIKE SWICK

Q: Who is the most formidable striker that you've ever faced in the Octagon?

A: "I think the toughest striker I ever faced in the UFC was David 'The Crow' Loiseau. His elbow strikes were tough to deal with. They were very quick, and they landed heavy."

Muay Thai

In Muay Thai, almost every part of the body is used for striking, including elbows, knees, and shins. Muay Thai fighters are also uniquely trained to execute special vicious strikes called whips from their unique Muay Thai Clinch. They have technique-specific kicks but not punches.

Standing Kicks, Clinch Striking, and Ground Striking are all important skill categories for a Muay Thai fighter.

UFC Muay Thai strikers include Thiago Alves, Shogun Rua, Wanderlei Silva, Anderson Silva, Kenny Florian, and Thiago Silva.

Grappling Techniques

As with striking techniques, there are three grappling techniques in *UFC 2009 Undisputed*. Each gives its practitioners access to unique techniques and maneuvers.

UFC Q&A: KENNY FLORIAN

Q: From your perspective, what are the advantages and disadvantages of each grappling technique?

A: "Wrestling is great for takedowns and controlling your opponent, but it does not really address the submission game.

"BJJ is the most complete ground fighting art in the world. However, many practitioners can't transition their BJJ game for MMA as effectively as they should, and oftentimes BJJ practitioners don't have the best takedowns.

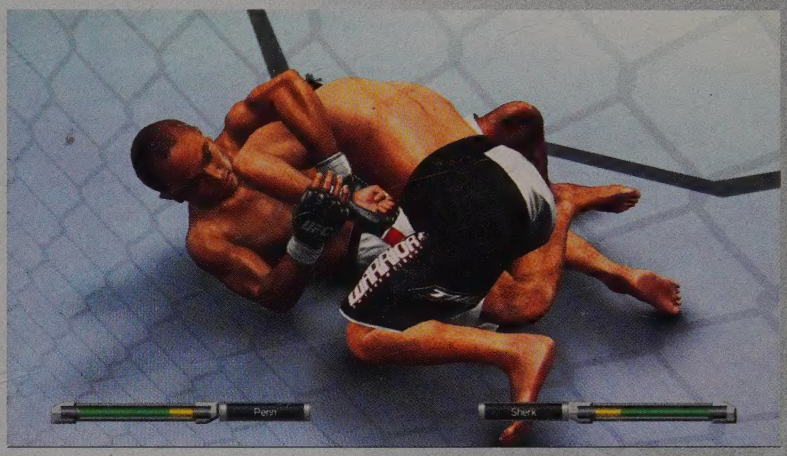
"Judo is great for throws, balance, and for control. The submission aspect is often ignored, however."

Brazilian Jiu-Jitsu (BJJ)

Brazilian Jiu-Jitsu is a ground-fighting art that incorporates a variety of submission holds and chokes to finish opponents. Unlike the other two grappling techniques, strong throws from a body clinch are not available to BJJ fighters. However, they possess an array of exclusive submission holds that they can execute from disadvantaged ground positions, enabling them to fight from their backs effectively.

Fighters with the BJJ technique should focus on their Submission and Ground Grapple skills, with additional emphasis on Takedown or Clinch Grapple skills to get their opponents to the ground.

Anderson Silva, Shogun Rua, Demian Maia, Forrest Griffin, BJ Penn, and Frank Mir have a background in BJJ.



Wrestling

Fighters with a Wrestling grappling technique incorporate amateur wrestling skills into their grappling offense. Wrestlers can slam opponents to the ground with a strong throw from a Double Underhook clinch, ending up in a significantly advantaged position.

Ground Grapple and Clinch Grapple are a Wrestling fighter's most important skills.

Some of UFC's notable Wrestling grapplers include Brock Lesnar, Rashad Evans, Josh Koscheck, Rampage Jackson, Georges St-Pierre, and Matt Hughes.

UFC Q&A: KENNY FLORIAN

Q: Of all the fighters you've competed against, whose grappling skills are especially fearsome and why?

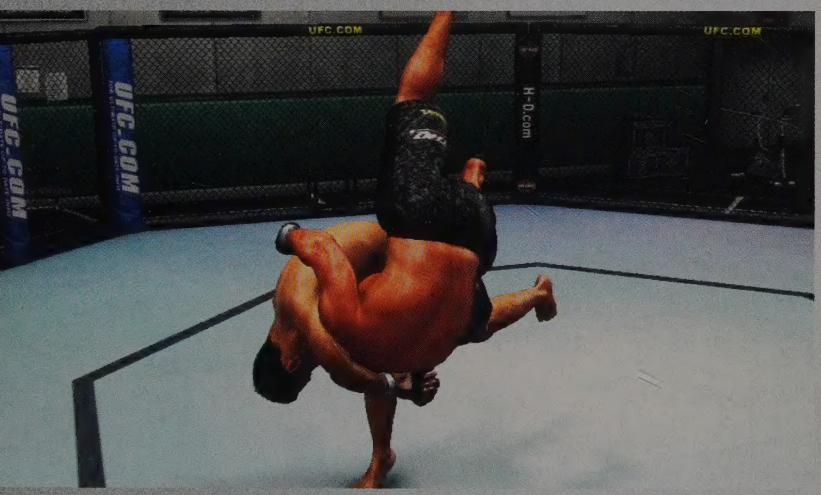
A: "Joe Stevenson was one of the most dangerous grapplers I have ever faced because his submissions were so dangerous."

Judo

Judokas can execute strong throws from Over/Underhook clinches to ground opponents and take a significantly advantaged position. It also allows grounded fighters on the defensive to escape extremely disadvantaged positions and return to a standing position immediately.

Clinch Grapple and Ground Grapple skills are important for a Judo fighter.

Karo Parisyan and Kazuhiro Nakamura have a Judo background.



UFC

Levels of Mastery

There are three levels of mastery in each technique. All of the UFC fighters on the default roster have the highest level of mastery in their techniques (level 3). When you first begin Career Mode with your created fighter, both of your techniques are at level 1 and must be improved in training camps. Certain technique-specific maneuvers are available only to fighters at level 2 or 3 in a particular technique.

SKILLS

In addition to their three attributes, each fighter also has eight skills, with an offensive and defensive rating in each. The first four are striking skills, and they cover techniques performed with the face buttons:

Ⓐ, Ⓑ, Ⓧ, and Ⓨ for Xbox 360

◉, ▣, △ and ✕ for PS3

The last four are grappling techniques that are executed with R.

Standing Strikes

Standing strikes include every striking attack that uses the hands or arms (including punches, forearms, and elbows) and is thrown from a standing, non-clinch position against a standing opponent. The offensive rating indicates how much damage a fighter inflicts with a standing strike. The defensive value reflects how much damage a fighter can absorb from a standing strike.

Standing Kicks

Every striking attack that uses the fighter's foot or leg and is performed from a standing, non-clinch position against a standing opponent is covered in the Standing Kicks category. This includes leg kicks, straight kicks, and knees. A higher offensive value means the fighter inflicts greater damage with a standing kick. A higher defensive value means the fighter takes less damage from a standing kick.

Clinch Striking

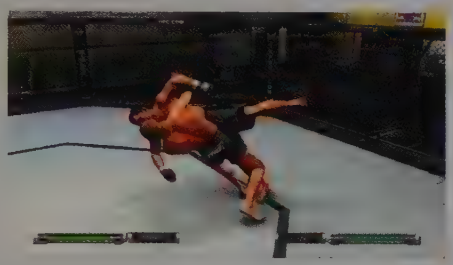
Any strike that is performed in the clinch, whether performed with arms and hands or feet and legs, is included in the Clinch Striking category. Muay Thai fighters have an especially broad range of clinch strikes. The offensive value indicates the effectiveness of the fighter's strikes in the clinch while on offense. The defensive value represents the ability of the defending fighter to limit the damage of clinch strikes. It also indicates the power of the fighter's clinch strikes while he's on the defensive in the clinch.

Ground Striking

Any punches, kicks, elbows, knees, or other strikes thrown on the ground are covered by the Ground Striking skill. The offensive rating indicates the amount of damage the fighter inflicts in the advantaged position. The defensive rating reflects the disadvantaged fighter's ability to limit the damage from these strikes. It also determines the damage done by a disadvantaged fighter's strikes.

Clinch Grapple

Like the name implies, a clinch grapple is any grapple performed while fighters are in the clinch. The offensive rating represents the effectiveness of takedown attempts executed by the fighter on offense, as well as proficiency in gaining the clinch. The defensive rating measures the ability of the defending fighter to resist the takedown, as well as the effectiveness of his defensive takedowns.



Takedown

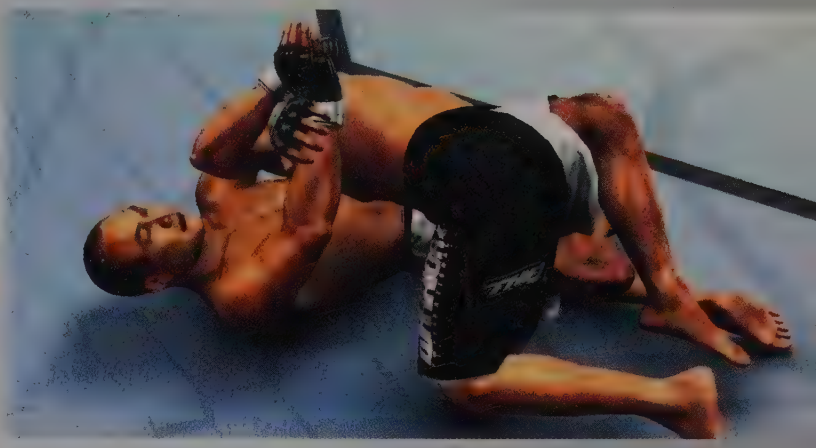
The Takedown skill covers any attempt by a standing fighter to "shoot" for the takedown against another standing fighter. The offensive and defensive ratings indicate the effectiveness of a fighter's ability to take his opponent to the ground or fend off a takedown attempt, respectively.

Ground Grapple

When at least one fighter is on the ground, the goal for the fighter in the advantaged position is to improve his position with ground transitions, putting the defending fighter in an even more disadvantaged position. The Ground Grapple skill's offensive rating measures the advantaged fighter's ability to improve his position. The defensive rating indicates the defending fighter's skill in fending off the advances and returning to a standing position or taking the advantaged position.

Submission

Submissions can be executed from an advantaged or disadvantaged ground position. BJJ fighters also have options for initiating a submission from the clinch. The offensive value of the Submission skill represents the proficiency in obtaining submission victories and the difficulty of breaking it. The defensive value indicates the fighter's proficiency in technically escaping submissions.



STAMINA AND ENERGY

Each fighter has a limited amount of energy, which is depleted every time he attempts an action, from running to shooting for a takedown. The fighter's stamina attribute represents his maximum energy level. Energy automatically recovers over time when a fighter limits his activity, and it also partially replenishes between rounds.

If a fighter has high energy, not only can he perform more actions, his success rate for those actions is greater.

If a fighter fully depletes his energy, he is "gassed" (exhausted). When gassed, a fighter cannot take any action except movement until he has recovered his energy.

To avoid getting gassed, be sure to pace yourself. Don't throw flurries of strikes recklessly, and don't burn yourself out by going for big moves repeatedly. Pick your attacks carefully to maximize their effectiveness and preserve your energy. In Career Mode, you can raise your maximum energy level by improving your cardio attribute.

BASIC CONTROLS

Now that you have a general understanding of the basic concepts, here's an overview of the controls you use during fights. For detailed move lists broken down by position, see the end of this chapter.

UFC

Directional Note

For the purposes of this guide, it is assumed that your fighter is on the left side of the screen, and your opponent is on the right. Thus, doesn't translate to, "press the Left Analog Stick to the right." Rather, it means, "press the Left Analog Stick *toward your opponent*." So, if your fighter is on the right side of the screen, reverse all right and left and commands.

Command	Xbox 360	PS3
Move	L	L
Left Punch	X	□
Right Punch	Y	△
Left Kick	A	✕
Right Kick	B	○
Grapple	R	R

Command	Xbox 360	PS3
Low Guard	RT	R2
High Guard	RB	R1
Fighting Technique Modifier	LB	L1
Attack Height Modifier	LT	L2
Taunt	○	○
Pause	START	START

MOVEMENT

The most fundamental commands for you to learn are for movement. There are three basic movement commands: walking, running, and stepping.

Command	Xbox 360	PS3
Walk	Move	Move
Run	,	,
Step	Flick	Flick

- *Walking is an energy-efficient way to maneuver around the Octagon and position yourself. The further you push , the faster you move.*
- *Running lets you quickly close distance between you and your opponent (or get out of a bad situation), but it burns much more energy than walking.*
- *Stepping moves you only a short distance, but it consumes very little energy. It's good for moving between probing, striking, and clinching range. Furthermore, stepping toward your opponent while striking unleashes a heavy strike. You can also sidestep around your opponent to avoid counterstrikes by flicking / .*

STRIKING

Striking refers to any sudden, forceful attack, like a punch, kick, elbow, or knee. Strikes generally use less energy than grappling, but they don't advance a fighter's position (unless the strike knocks down the opponent). Although standing strikes are the most common, strikes can be thrown from any offensive or defensive standing, clinch, or ground position.

A perfectly timed strong strike against a weakened opponent can result in a KO. Repeated, unanswered strikes against a fighter who is unable to intelligently defend himself will result in that fighter getting rocked and might ultimately lead to a TKO.

All strikes are executed with the face buttons (A, B, X, and Y or ○, □, △, and ✕). Different strikes are executed from different positions, but these four buttons are always the ones used to strike.

Command	Xbox 360	PS3
Left Arm/Fist Strike	X	□
Right Arm/Fist Strike	Y	△
Left Leg/Foot Strike	A	✕
Right Leg/Foot Strike	B	○

Ranges

When both fighters are in a standing position, their distance from each other is called their "range." There are three standing position ranges, and each one allows for a different set of strikes.

Probing Range

At Standing-Probing range, both fighters are a significant distance from each other. Probing standing strikes include jabs, straight punches, hooks, lunging punches, and spinning back fists. Probing standing kicks include front kicks, leg kicks, snap kicks, and flying knees.

Striking Range

At Standing-Striking range, fighters are close enough to pull each other into a clinch, but they're still far enough apart to throw punches and kicks. This is the range at which the most powerful strikes and kicks can be thrown, including uppercuts, head kicks, Superman punches, and push kicks.

Clinching Range

Not to be confused with the clinch *position*, Standing-Clinching *range* is the closest two fighters can get while standing. From this range, only short strikes can be thrown, such as knees to the body and elbows. These strikes are generally not as powerful as strikes and kicks thrown from striking range.

Changing the Height of Strikes

By default, each strike you throw is aimed at your opponent's head, body, or legs. You can change things up with the attack modifier button (LT / L2). Holding the attack modifier button while striking lowers the default strike target one step—head strikes become body strikes and body strikes become leg strikes.

Not only does varying the height of your strikes make it harder for your opponent to anticipate and block them, it also allows you to strategically pick apart your opponent according to your game plan:

- *Head strikes can result in your opponent getting rocked, TKO'ed, or even knocked out cold.*
- *Body strikes whittle down your opponent's energy by knocking the wind out of him. You can also rock your opponent with body strikes.*
- *Leg strikes weaken your opponent's legs, reducing his movement speed and the power of his kicks. It also makes it harder for him to stop you from shooting for the takedown.*

Strong and Weak Strikes

In addition to height and technique modifiers, there is a third modifier that affects the strikes you throw. By default, all strikes are considered weak strikes. They're fast and hard to counter, but they don't inflict a great deal of damage individually.

However, pressing L1 while striking transforms the weak strike into a strong strike. For example, while ✕ / ● at Standing-Striking range normally results in a weak Left Jab, L1 + ✕ / L1 + ● turns it into a Left Hook that is slower (and therefore easier to counter) but delivers significantly greater damage.

You can use ◉ and the attack height modifier together to execute strong low strikes. At Standing-Striking range:

✕ / ◉ is a Left Jab

LT + ✕ / L2 + ◉ is a Left Straight to the Body

◉ + LT + ✕ / ◉ + L2 + ◉ is a Left Hook to the Body.

Throwing a strike while stepping or running toward your opponent (by flicking or pressing ◉) is another form of heavy strike. However, because this requires you to step and strike, it's a much easier attack to predict and counter.

As with the ◉ attack strength modifier, these heavy strikes can be further modified with the attack height modifier. At Standing-Striking range:

✕ / ◉ is a Left Jab

LT + ✕ / L2 + ◉ is a Left Straight to the Body

Step/Run + LT + ✕ / Step + L2 + ◉ is a Stepping Left Straight to the Body.

Special Attacks by Technique

Use the fighting technique modifier button (LB / L1) in conjunction with the strike buttons to utilize strikes that are specific to your fighter's striking style.

For example, pressing ✕ / ◉ at Standing-Striking range normally results in a Left Jab. But if a Boxing fighter holds the modifier button while pressing ✕ / ◉, he throws a Ducking Left Hook. The same button combination results in a Left Superman Punch for a Kickboxing fighter.

However, not every fighting technique has a special strike associated with every attack. For instance, while LB + ✕ / L1 + ◉ leads to special strikes for Boxing and Kickboxing fighters, that button combination doesn't modify a Muay Thai fighter's strike—he would just throw the default Left Jab.

UFC

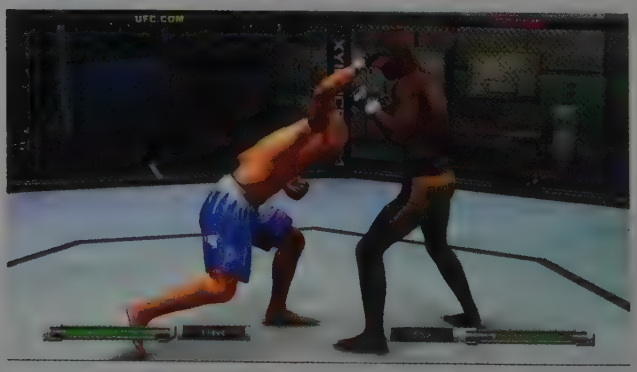
No Modifications

Technique-specific strikes cannot be modified by stepping or by using the attack height modifier button in conjunction with them.

Fighter-Specific Techniques

Certain fighters have attacks and other actions that are unique to them. If a fighter has any unique techniques, they are listed in his fighter profile later in this guide.

Any unique fighter attacks replace the default attack with the same button command in the fighter's move-set. For example, at Standing-Striking Range, a strong right punch (◉ + Y / ◉ + ●) is normally a Right Hook, but when Chuck Liddell executes it, it becomes an Overhand Right.



Combos

The best way to inflict a great deal of damage with your strikes in a very short time is not to look for one big strike. Rather, chain together a combo of strikes that's extremely difficult for your opponent to counter or block.

Executing combos isn't just a matter of mashing buttons. It's snapping off two or three strikes that flow into each other, forming a seamless attack. Proper combos don't leave your fighter gassed at the end. Instead, they preserve his energy while leaving your opponent's head spinning.

Each striking technique has over 150 potential combos, far too many to list here. To view the complete list of combos available to your fighter, press START during a fight to bring up the Pause Menu, and then choose "Combo List" to see more combos than you'll ever have time to use in a single bout.

Flying Strikes

If you're standing while your opponent is on his back, you are considered to be in an Up/Down position. It can be difficult to hit an opponent from this position, as he can kick you if you get too close. However, you can execute a flying strike by stepping toward your opponent and pressing a punch button (X or Y / ■ or ●).

GRAPPLING

Grappling is the process of grabbing hold of your opponent and executing a more elaborate action than a simple strike. Pulling your opponent into a clinch, taking him down to the ground, advancing your ground position on him, and executing a submission hold are all examples of grappling techniques.

All grappling attacks and actions are performed with R, often in conjunction with other commands.

Clinching

Clinching is when one fighter pulls his opponent in close from a standing position and maintains control over his opponent's upper body. The fighter who initiates the clinch is on offense; the other fighter is on defense. Clinches can be initiated from any range when standing.

Your fighter can initiate two different clinches. Every fighter can enter into a Double Underhook clinch from any standing position by pushing R. The second clinch uses the fighting technique modifier button in conjunction with R, and it results in a clinch position determined by your striking style.

Command	Xbox 360	PS3	Boxing	Kickboxing	Muay Thai
Muay Thai Clinch	LB + R	L1 + R	*No*	*No*	*Yes*
Single Collar Tie, Left or Right	LB + R	L1 + R	*Yes*	*Yes*	*No*
Double Underhooks	R	R	*Yes*	*Yes*	*Yes*

Body Clinches

The Double Underhooks clinch is a body clinch. A body clinch is used to set up an opponent for a takedown. You can throw some strikes from a body clinch, but the range is so short that they don't do much damage. If you remain in a body clinch for too long, the referee will separate you.

UFC

Over/Under Left & Right Hook Clinch

From the defensive position in a Double Underhooks clinch, you can transition to the offensive position in an Over/Under Left or Right Hook Clinch by pressing R. This is another body clinch from which you can take down your opponent.

Collar Tie Clinches

Use collar tie clinches, like the Muay Thai Clinch (sometimes called a "double collar tie clinch") and the Single Collar Tie clinch, when you want to unleash clinch strikes on your opponent. Collar tie clinches give you a bit more separation from your opponent and, therefore, more distance to throw strikes. You can execute takedowns from these clinches, but the takedowns don't put you in as advantageous a position as body clinch takedowns do.

UFC

Muay Thai Knee Strikes

While in a Muay Thai Clinch, pressing in any direction and then pressing a kick button (Ⓐ or Ⓑ / ⊗ or ◎) executes a devastating strike. The offensive fighter pulls the opponent's head down to meet his striking knee. Modifying the strike with the attack height modifier button (/) turns it into an equally formidable knee to the body. Anderson Silva used these strikes to defeat Rich Franklin and begin his UFC Middleweight Championship reign at UFC 64.

Takedowns

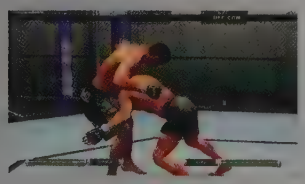
Many fighters have superior ground skills, which they use to finish off their opponents. However, before they can use them, they must get their opponents off their feet. Likewise, fighters whose greatest strength is their ability to stand with their opponents and knock them out must keep themselves from getting taken to the ground. That's why takedown offense and defense are so important.

There are two different forms of takedowns. You can either shoot for a takedown from a standing position, or you can clinch up and throw your opponent to the ground.

Shooting for the Takedown

To shoot for a takedown, hold the Left Trigger or L2 and press the Right Stick toward the opponent. If you time this so that you shoot just as your opponent throws a strike, the takedown is guaranteed to succeed.

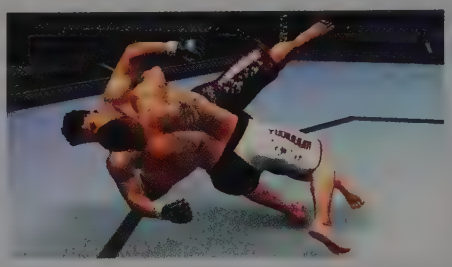
If you attempt it at any other time, you have to struggle for the takedown by rotating or tapping the face buttons repeatedly. This consumes a much greater amount of energy than countering a strike with a takedown.



Throws

When you're in a body clinch (Double Underhooks or Over/Underhooks), you can throw your opponent to the ground using a weak or strong throw.

Strong throws (+ / +) can be executed only by Wrestlers from Double Underhook clinches or Judokas from Over/Underhook clinches. BJJ fighters do not have strong throws. Strong throws put the offensive fighter in a significantly advantaged position if he executes them successfully.

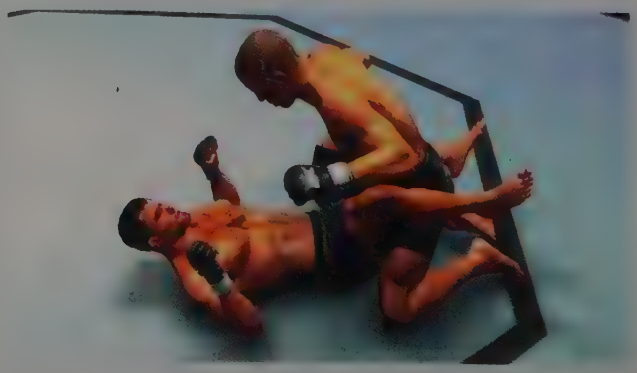


If a fighter does not have access to strong throws in the clinch that he's in, he executes a weak throw instead. These "throws" are usually trips or pulling grapples that end with the offensive fighter in Open Guard, the least advantageous of the advantaged positions.

Ground Positions and Transitions

After a successful takedown, the fighter who executed the takedown winds up in an advantaged (offensive) position over the other fighter, who is in the disadvantaged (defensive) position. The goal of the advantaged fighter is to transition to more advantageous positions using his ground grapple skills.

The more advantaged a fighter's position, the more damage his ground striking does. Advantaged fighters also have access to stronger submission moves. For example, in the least advantaged position, the available submission is a relatively easy-to-escape Kneebar. However, in the most advantaged position, a fighter can execute an Armbar or Triangle Choke, which are much more likely to make an opponent tap out.



Position Hierarchy

Most ground positions fit into one of five tiers. The first tier (the Open Guards) is the least advantageous. The fifth tier (Mount) is the most advantageous. The offensive fighter needs to transition to higher tiers in order to gain a greater advantage over the defensive fighter. Conversely, the disadvantaged fighter tries to transition defensively to lower tiers or a standing position.

The following chart lists the major ground positions, how you get into them, and where you can go from them (from an offensive perspective):

Tier	Position	Transition To It From	Transition From It To
1st	Open Guard Down	Weak takedowns	Open Guard, Half Guard Down
1st	Open Guard	Weak takedowns, Open Guard Down	Half Guard, Side Control
2nd	Half Guard Down	Open Guard Down	Half Guard
2nd	Half Guard	Half Guard Down, Open Guard, strong throws	Side Control, Mount Down
3rd	Side Control	Mount Down, North/South, Half Guard, Half Guard Down, strong throws	Mount Down, North/South
3rd	North/South	Side Control	Side Control, Mount Down
4th	Mount Down	Half Guard, Side Control, North/South	Side Control, Mount
5th	Mount	Mount Down	n/a

Major and Minor Transitions

All transitions are executed by moving R in a direction and rotating it clockwise or counter-clockwise. For instance, to advance from Open Guard to Half Guard, you need to push R↘ or R↙. There are two types of transitions: major and minor.

Transition Controls	
Type of Transition	Xbox 360/PS3
Minor Transition to the Left	R↖, R↙
Minor Transition to the Right	R↗, R↘
Major Transition to the Left	R↶, R↙
Major Transition to the Right	R↷, R↘
Break and Stand Up (when in advantaged position)	R

Minor transitions are relatively safe; they move you one tier up the position hierarchy (on offense) or down it (on defense). They are more likely to succeed against your opponent's ground grapple defense, but they don't significantly improve your position in a single move. They're also easier for your opponent to reverse.

Major transitions are high-risk, high-reward transitions. They're less likely to prevail against your opponent's ground grapple defense, but if you execute them successfully, you advance your position by more than one tier. Major transitions are also harder for your opponent to reverse.

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Major to Minor Transition

Not all ground positions allow major transitions for every grapple technique. If a major transition is not available for your fighter in the position he's in, the major transition command will execute a minor transition instead.

Submissions

Fighters can attempt submissions from most ground positions and a few clinch positions by clicking R. Once the submission is attempted, both fighters must struggle by rotating R or mashing the face buttons. If the defending fighter lacks energy to fend off his attacker or has been too badly damaged, he will tap out, awarding the victory to his opponent.

DEFENSE

Although a fighter has to remain on offense in order to control the match and dominate his opponent, no fighter has the cardio to continually throw punches and shoot for takedowns. Fighters must pace themselves, and part of that is knowing how to defend against their opponents' attacks while they conserve energy and avoid getting gassed.

Strike Defense

Just because your opponent is hurling fists and feet at you doesn't mean you have to let them hit you. In fact, your record will look a lot healthier if you learn to block and counter.

Guarding

Keeping your guard up is the most fundamental defense you can have against strikes. Holding RB / R1 defends against high strikes aimed at the head. Holding RT / R2 defends against low strikes aimed at the body. Activate Defense Low mitigates leg kick damage.

Guarding against strikes with your arms reduces the damage those strikes inflict, but doing so also damages your arms, which eventually results in decreased punching power.

UFC Q&A: FRANK MIR

Q: How do you approach the defensive aspect of fighting?

A: "You always want to make a person off rhythm, and you don't want to hesitate too much. Defense can only last a short time, and you have to revert back to offense quickly. The best defense is a good offense."

Counter Strikes

Counter strikes are a more effective—but much riskier—defense against strikes. They inflict greater damage than regular strikes. There are two categories of counters: major and minor.

To perform a major counter, strike your opponent just as he starts a striking attack of his own. In order to succeed, you must have greater speed than your opponent. Major counters are harder to pull off, but they deliver significantly more damage.

Minor counters are easier to execute—simply strike your opponent immediately after his attack, when he's unable to block the strike. Minor counters don't inflict as much damage as major counters.

Catch Counters

A catch counter is a special form of counter that avoids damage from the strike and puts you in an advantageous position. Use ⓐ to catch counter a high strike or ⓑ to catch counter a low strike.

Catch countering a punch transitions you into a body clinch, where you're on the offensive. Catch countering a kick results in a takedown, with you in Open Guard.

UFC Q&A: MIKE SWICK

Q: How do you approach the defensive aspect of fighting?

A: "Defense is sometimes as important as offense. We wear 4-ounce gloves, and one mistake can be the difference between winning a fight and waking up wondering what happened. Having proper defense has saved me on a few occasions."

Clinch Defense

Being on the defensive in a clinch is no fun, especially if you're fighting a Muay Thai fighter. Fortunately, there are ways to avoid getting pulled into a clinch. And there are techniques for limiting your opponent's attacks when you're on the defensive in the clinch.

Grapple Blocking

While you're in a standing position, you can press ⓐ to execute a grapple block. Use it against an opponent who's trying to pull you into a clinch; this blocks the attempt and you remain in a standing position.

Clinch Escape

To get out of a clinch that your opponent has trapped you in, push to move away from your opponent, or strike him repeatedly to get him to break the clinch.

Muay Thai Whip Guard

If you wind up trapped in a Muay Thai clinch and are getting whipped by your opponent, you can guard against his knee strikes by pressing / to block head strikes and / to block body strikes.

To escape the Muay Thai whip, you must push in the direction opposite that which your opponent pushed to start the whip—and you must do this as soon as he whips you.

Takedown Defense

Brazilian Jiu-Jitsu fighters have additional submissions when they're in the disadvantaged position on the ground, but that's the only silver lining to getting taken down. Master the following techniques to avoid getting grounded by your opponent.

Grapple Blocking

Yes, this is the same technique as the one used to block a clinch attempt. Simply press to stuff your opponent's shot for a takedown from a standing position. This puts in you on the offensive in the Sprawl Position.

Shoot Intercept

Muay Thai and Kickboxing fighters can intercept an opponent's shoot attempt by pressing the fighting technique modifier and a kick button (+ or / + or). This throws a knee up into the opponent's face and inflicts severe damage. Fighters with the Boxing Striking Technique do not have this option.

Throw Defense

If your opponent is attempting to take you down in the clinch with a weak throw, press in any direction to stop him. However, if he's using a strong throw, you have to push in the direction opposite the one he's using to initiate the throw, and you have to do it immediately when he starts the throw.

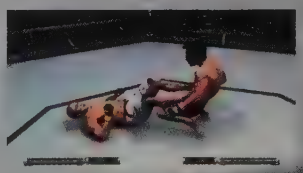
Ground Defense

If you remain in a disadvantaged ground position for too long, the very least that will happen is that you'll look bad in the eyes of the judges. At worst, you'll be at the mercy of an opponent who enjoys a significant offensive advantage over you.

Escaping Ground Positions

While you're on defense in a ground position, you can use major transitions (, , ,) and minor transitions (, , ,) to drive your opponent back to less advantaged positions. Defensive transitions work exactly like offensive transitions.

Executing a major defensive transition from an Open Guard or a Half Guard position returns both fighters to Standing-Striking position.



Transition Blocking

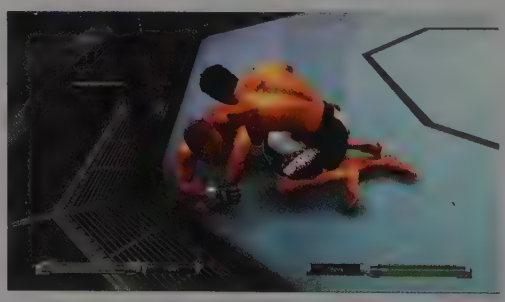
Holding ◀ while your opponent attempts a transition performs a transition block. Transition blocking augments your fighter's ground grapple defense skill and makes it less likely that your opponent's transition attempt will succeed.

Transition Reversal

Whether you're on offense or defense, you can attempt to reverse your opponent's transition by flicking ◀ as soon as he attempts the transition. If you're successful, you'll move from the disadvantaged position to an advantaged one, or (if you're already on offense) you'll advance your position even further.

Submission Counter

When you are on defense in Open Guard or Half Guard, you can counter your opponent's strikes with a submission by pressing ✚ as he throws a strike. If you do this while you're on defense in the Mount position, you transition to Mount-Down.



Getting Up from Up/Down

From the defensive posture in the Up/Down position, you can get up by pressing ⓐ, ⓑ, or ◀. If you have the Wrestling technique, you can hold LT / L2 and press ▶ to shoot for a takedown.

Stalemate

When neither fighter is willing or able to attempt to advance his position, the referee breaks the stalemate by standing the fighters up. If you're in a disadvantaged position, you can use this to your advantage.

First, use a minor transition command (R↘, R↗, R↙, R↖) to transition to the "Down" version of the position you're currently in. For example, a successful minor defensive transition from Open Guard brings you to Open Guard-Down.

Once you're in the Down position, hold ▶ or ◀ to prevent your opponent from taking any action against you. This enters into a stalemate that the referee will eventually break up.

Submission Defense

Anytime your opponent has you locked in a submission hold, you're in trouble. Fortunately, there are a few ways to break free before you tap out—provided you have the energy and the submission defense to hold out long enough.

Brute Force Escape

An unsophisticated but effective way of breaking a submission hold is simply to hammer on the face buttons during the submission attempt. This causes your fighter to attempt a brute force escape by struggling and throwing strikes.

Brute force escapes have a high success rate, and they're even more effective if your fighter has a high strength attribute. However, the position that you wind up in after breaking the hold is not very advantageous.

Technical Escape

A more skillful way to break out of a submission is the technical escape, which you can attempt by quickly rotating R during the submission attempt. Technical escapes favor fighters with high submission defense.

Technical escapes are less likely to be successful than brute force escapes, but you wind up in a more advantageous position if you succeed in breaking the hold.

ACTION LISTS: STANDING POSITIONS

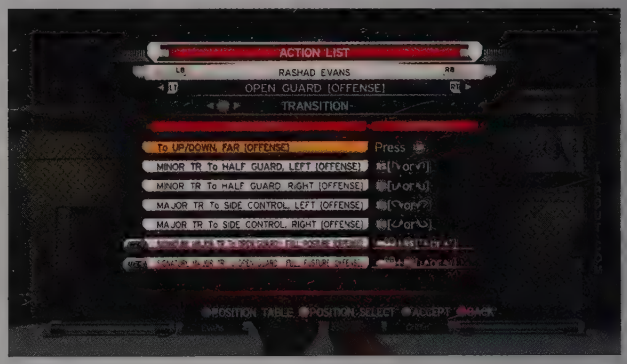
There are three standing positions, defined by their ranges. Your distance from your opponent determines your position.

In-Game Action List

It's easy to get overwhelmed by the pages and pages of move-sets that follow. Fortunately, *UFC 2009 Undisputed* has a very helpful in-game action list feature, which allows you to browse all of the moves available to your fighter in the current match. It filters out moves that you cannot perform due to the fighting techniques possessed by you and your opponent.

To access the list, press START during the fight to bring up the Pause menu. Then select "Action List" from the menu. There are three components to the in-game guide:

- **Action List:** *Displays a list of all of the available commands, with their button presses.*
- **Position Select:** *A quick way to choose a particular position and view its action list.*
- **Position Table:** *View fighter-specific lists of transitions to and from each position.*



BOTH STANDING—PROBING

At Both Standing—Probing range, fighters can achieve maximum extension from their strikes and put maximum power behind them. It's a good striking range for Kickboxers and Muay Thai strikers' kicks, especially if they're facing Boxers, whose punches can't reach as far. It's also a good range to avoid getting pulled into a collar tie clinch and hit with clinching strikes, although you can still get pulled into a body clinch.

Both Standing—Probing Transitions into These Positions

- *Both Standing—Striking*
- *Up/Down, Near (Defense)*
- *Up/Down, Far (Defense)*

Positions that Transition into Both Standing—Probing

- *Both Standing—Striking*
- *Muay Thai Clinch (Offense) (Muay Thai only)*
- *Single Collar Tie, Left (Offense) (Boxing, Kickboxing only)*
- *Double Underhook (Offense)*
- *Open Guard (Offense)*
- *Open Guard—Down (Offense)*
- *Half Guard, Left/Right (Offense)*
- *Side Control, Left/Right (Offense)*
- *Up/Down (Defense) (Muay Thai only)*

Both Standing—Primary Action List

Command	Xbox 360	PS3	Restriction
Left Jab	X	□	—
Right Straight	Y	△	—
Left Front Kick	A	✕	—
Right Front Kick	B	○	—
Left Straight to the Body	LT + X	L1 + □	—
Right Straight to the Body	LT + Y	L1 + △	—
Left Low Kick	LT + A	L1 + ✕	—
Right Leg Kick	LT + B	L1 + ○	—
Left Hook	L + X	L + □	—
Right Hook	L + Y	L + △	—
Left Snap Kick	L + A	L + ✕	—
Right Snap Kick	L + B	L + ○	—
Left Hook to the Body	L + LT + X	L + L1 + □	—
Right Hook to the Body	L + LT + Y	L + L1 + △	—
Strong Left Leg Kick	L + LT + A	L + L1 + ✕	—
Strong Right Leg Kick	L + LT + B	L + L1 + ○	—
Left Sidestep plus Jab	⇧ + X	⇧ + □	—
Right Sidestep plus Jab	⇩ + X	⇩ + □	—
Backstep plus Jab	⇦ + X	⇦ + □	—
Lunging Left Jab	Step + X	Step + □	—
Lunging Right Jab	Step + Y	Step + △	—
Left Spinning Back Kick	Step + A	Step + ✕	—
Right Spinning Back Kick	Step + B	Step + ○	—
Lunging Left Hook to the Body	Step + LT + X	Step + L1 + □	—
Lunging Right Hook to the Body	Step + LT + Y	Step + L1 + △	—
Lunging Left Leg Kick	Step + LT + A	Step + L1 + ✕	—

Both Standing—Primary Action List

Command	Xbox 360	PS3	Restriction
Lunging Right Leg Kick	Step + LT + B	Step + L1 + ○	—
Lunging Left Hook	LB + X	LB + □	Boxing Lv3
Lunging Right Hook	LB + Y	LB + △	Boxing Lv3
Left Spinning Back Fist	LB + X	LB + □	Kickboxing Lv2
Right Spinning Back Fist	LB + Y	LB + △	Kickboxing Lv2
Left Flying Knee	LB + A	LB + ✕	Muay Thai Lv3
Right Flying Knee	LB + B	LB + ○	Muay Thai Lv3
Left Flying Knee	LB + A	LB + ✕	Anderson Silva
Body Clinch Grab	R3	R3	—
Left Single Collar Tie Grab	LB + R3	LB + R3	Boxing Lv1
Right Single Collar Tie Grab	LB + R3	LB + R3	Boxing Lv1
Left Single Collar Tie Grab	LB + R3	LB + R3	Kickboxing Lv1
Right Single Collar Tie Grab	LB + R3	LB + R3	Kickboxing Lv1
Muay Thai Clinch Grab	LB + R3	LB + R3	Muay Thai Lv1
Butt Scoot	LB + ⇦	LB + ⇦	BJJ Lv1
Shoot to Double Leg Takedown	LT + R3	L1 + R3	—
Shoot to Right Single Leg Takedown	LT + R3	L1 + R3	—
Shoot to Left Single Leg Takedown	LT + R3	L1 + R3	—
Shoot to Double Leg Takedown	LT + R3	L1 + R3	Tito Ortiz
Shoot to Right Single Leg Takedown	LT + R3	L1 + R3	Tito Ortiz
Shoot to Left Single Leg Takedown	LT + R3	L1 + R3	Tito Ortiz
Left Takedown Intercept Knee	LB + A	LB + ✕	Kickboxing Lv3
Right Takedown Intercept Knee	LB + B	LB + ○	Kickboxing Lv3
Left Takedown Intercept Knee	LB + A	LB + ✕	Muay Thai Lv3
Right Takedown Intercept Knee	LB + B	LB + ○	Muay Thai Lv3

BOTH STANDING—STRIKING

Both Standing—Striking range is the closest fighters can stand to each other and still get full extension on their strikes. This is the preferred standing position for Boxers, who can use their punches most effectively from this range.

Both Standing—Striking Transitions into These Positions

- Both Standing—Probing
- Both Standing—Clinch
- Muay Thai Clinch (Offense or Defense)
- Single Collar Tie, Left/Right (Offense or Defense)
- Double Underhook (Offense)
- Open Guard (Defense)
- Open Guard—Full Posture (Defense)
- Half Guard, Left/Right (Offense)
- Half Guard, Left/Right—Down (Defense)

Positions that Transition into Both Standing—Striking

- Both Standing—Probing
- Both Standing—Clinch
- Single Collar Tie, Left/Right (Offense) (Boxing and Kickboxing only)
- Muay Thai Clinch (Offense) (Muay Thai only)
- Over/Under Left/Right Hook (Judo only)
- Double Underhooks (BJJ and Wrestling only)
- Open Guard (Offense)
- Open Guard—Down (Offense)
- Half Guard, Left/Right (Offense)
- Side Control, Left/Right (Offense)
- Up/Down (Defense; range depends on distance from offensive fighter) (BJJ only)
- Side Control, Left/Right (Offense or Defense)
- Mount (Offense) (Defense, Judo only)
- North/South (Offense or Defense)
- Back Mount—Both Hooks In (Defense) (Offense, Wrestling and Judo only)
- Back Mount—Body Triangle (Defense) (Offense, BJJ only)
- Sprawl Position (Offense or Defense)
- Back Side Control, Left/Right (Offense)
- Up/Down, Near (Defense)
- Up/Down, Far (Defense)

UFC Q&A: THIAGO ALVES

Q: [illegible] is the most formidable striker that you've ever faced in the Octagon, and how do you prepare for someone like that?

A: "Everyone is a dangerous striker with a 4-ounce glove on. I just prepare myself for the worst and hope for the best."

Command	Xbox 360	PS3	Restriction
Left Jab	X	[illegible]	—
Right Straight	[illegible]	△	—
Left Front Kick	A	✕	—
Right Front Kick	B	○	—
Left Straight to the Body	LT + X	L1 + [illegible]	—
Right Straight to the Body	LT + [illegible]	L1 + △	—
Left Leg Kick	LT + A	L1 + ✕	—
Right Leg Kick	LT + B	L1 + ○	—
Left Hook	L ⟩ + X	L ⟩ + [illegible]	—
Right Hook	L ⟩ + [illegible]	L ⟩ + △	—
Left Snap Kick	L ⟩ + A	L ⟩ + ✕	—
Right Snap Kick	L ⟩ + B	L ⟩ + ○	—
Left Hook to the Body	L ⟩ + LT + X	L ⟩ + L1 + [illegible]	—
Right Hook to the Body	L ⟩ + LT + [illegible]	L ⟩ + L1 + △	—
Strong Left Leg Kick	L ⟩ + LT + A	L ⟩ + L1 + ✕	—
Strong Right Leg Kick	L ⟩ + LT + B	L ⟩ + L1 + ○	—
Left Sidestepping Jab	L + X	L + [illegible]	—
Right Sidestepping Jab	L + X	L + [illegible]	—
Backstepping Jab	⟨ L + X	⟨ L + [illegible]	—
Right Uppercut	⟨ L + [illegible]	⟨ L + △	—
Stepping Heavy Jab	Step + X	Step + [illegible]	—
Stepping Right Straight	Step + [illegible]	Step + △	—
Left Push Kick	Step + A	Step + ✕	—
Right Push Kick	Step + B	Step + ○	—
Stepping Left Straight to the Body	Step + LT + X	Step + L1 + [illegible]	—
Stepping Right Straight to the Body	Step + LT + Y	Step + L1 + △	—
Reaching Left Leg Kick	Step + LT + A	Step + L1 + ✕	—
Reaching Right Leg Kick	Step + LT + B	Step + L1 + ○	—
Ducking Left Hook	LB + X	LB + [illegible]	Boxing Lv1
Ducking Right Hook	LB + [illegible]	LB + △	Boxing Lv1
Left Superman Punch	LB + X	LB + [illegible]	Kickboxing Lv3
Right Superman Punch	LB + [illegible]	LB + △	Kickboxing Lv3
Left Head Kick	LB + A	LB + ✕	Kickboxing Lv1

Command	Xbox 360	PS3	Restriction
Right Head Kick	LB + B	LB + ○	Kickboxing Lv1
Left Head Kick	LB + A	LB + ✕	Muay Thai Lv2
Right Head Kick	LB + B	LB + ○	Muay Thai Lv2
Left Straight to the Body	LT + X	L1 + [illegible]	Chuck Liddell
Overhand Right	L ⟩ + [illegible]	L ⟩ + △	Chuck Liddell
Left Hook	X	[illegible]	Forrest Griffin
Left Leg Kick	LT + A	L1 + ✕	Forrest Griffin
Right High Front Kick	LB + B	LB + ○	Anderson Silva
Right Ducking Uppercut	LB + Y	LB + △	Rampage Jackson
Left Ducking Hook	LB + X	LB + [illegible]	Frank Mir
Right Ducking Hook	LB + Y	LB + △	Frank Mir
Left Head Kick	LB + A	LB + ✕	Michael Bisping
Right Head Kick	LB + B	LB + ○	Michael Bisping
Right Head Kick	LB + B	LB + ○	Rashad Evans
Left Jab to Sway Back	L ⟩ + X	L ⟩ + [illegible]	BJ Penn
Left Jab to Lunge Back	⟨ L + X	⟨ L + [illegible]	BJ Penn
Right Head Kick	LB + B	LB + ○	Tito Ortiz
Body Clinch Grab	R ⟩	R ⟩	—
Left Single Collar Tie Grab	LB + R ⟩	LB + R ⟩	Boxing Lv1
Right Single Collar Tie Grab	LB + R ⟩	LB + R ⟩	Boxing Lv1
Left Single Collar Tie Grab	LB + R ⟩	LB + R ⟩	Kickboxing Lv1
Right Single Collar Tie Grab	LB + R ⟩	LB + R ⟩	Kickboxing Lv1
Muay Thai Clinch Grab	LB + R ⟩	LB + R ⟩	Muay Thai Lv1
Shoot to Double Leg Takedown	LT + R ⟩	L1 + R ⟩	—
Shoot to Right Single Leg Takedown	LT + R	L1 + R	—
Shoot to Left Single Leg Takedown	LT + R	L1 + R	—
Left Takedown Intercept Knee	LB + A	LB + ✕	Kickboxing Lv3
Right Takedown Intercept Knee	LB + B	LB + ○	Kickboxing Lv3
Left Takedown Intercept Knee	LB + A	LB + ✕	Muay Thai Lv3
Right Takedown Intercept Knee	LB + B	LB + ○	Muay Thai Lv3

BOTH STANDING—CLINCH

Not to be confused with a clinching *position*, Both Standing—Clinch *range* is the closest two fighters can stand to each other without being in a clinch. Only short-range strikes can be executed from this position, which favors Boxers' punches and Muay Thai fighters' knees. It puts Kickboxers at somewhat of a disadvantage.

Both Standing—Clinch Transitions into These Positions

- *Both Standing—Striking*
- *Up/Down, Near (Defense)*
- *Up/Down, Far (Defense)*

Positions that Transition into Both Standing—Clinch

- *Both Standing—Striking*
- *Muay Thai Clinch (Offense) (Muay Thai only)*
- *Double Underhook (Offense) (BJJ and Wrestling only)*
- *Single Collar Tie, Left (Offense) (Judo only)*
- *Over/Under Left/Right Hook*
- *Open Guard (Offense)*
- *Open Guard—Down (Offense)*
- *Half Guard, Left/Right (Offense)*
- *Side Control, Left/Right (Offense)*
- *Up/Down (Defense; range depends on distance from offensive fighter) (BJJ only)*

Command	Xbox 360	PS3	Restriction
Short Left Hook	X	□	—
Short Right Hook	Y	△	—
Left Knee to the Body	A	✕	—
Right Knee to the Body	B	○	—
Short Left Hook to the Body	LT + X	L1 + □	—
Short Right Hook to the Body	LT + Y	L1 + △	—
Left Knee to the Legs	LT + A	L1 + ✕	—
Right Knee to the Legs	LT + B	L1 + ○	—
Left Elbow	L + X	L + □	—
Right Elbow	L + Y	L + △	—
Left Horizontal Knee to the Body	L + A	L + ✕	—
Right Horizontal Knee to the Body	L + B	L + ○	—
Left Uppercut to the Body	L + LT + X	L + L1 + □	—
Right Uppercut to the Body	L + LT + Y	L + L1 + △	—
Strong Left Knee to the Legs	L + LT + A	L + L1 + ✕	—
Strong Right Knee to the Legs	L + LT + B	L + L1 + ○	—

Command	Xbox 360	PS3	Restriction
Inside Left Uppercut	LB + X	LB + □	Boxing Lv2
Inside Right Uppercut	LB + Y	LB + △	Boxing Lv2
Right Dodge Knee to the Body	LB + B	LB + ○	Muay Thai Lv2
Body Clinch Grab	R	R	—
Left Single Collar Tie Grab	LB + R	LB + R	Boxing Lv1
Right Single Collar Tie Grab	LB + R	LB + R	Boxing Lv1
Left Single Collar Tie Grab	LB + R	LB + R	Kickboxing Lv1
Right Single Collar Tie Grab	LB + R	LB + R	Kickboxing Lv1
Muay Thai Clinch Grab	LB + R	LB + R	Muay Thai Lv1
Shoot to Double Leg Takedown	LT + R	L1 + R	—
Shoot to Right Single Leg Takedown	LT + R	L1 + R	—
Shoot to Left Single Leg Takedown	LT + R	L1 + R	—
Left Takedown Intercept Knee	LB + A	LB + ✕	Kickboxing Lv3
Right Takedown Intercept Knee	LB + B	LB + ○	Kickboxing Lv3
Left Takedown Intercept Knee	LB + A	LB + ✕	Muay Thai Lv3
Right Takedown Intercept Knee	LB + B	LB + ○	Muay Thai Lv3

ACTION LISTS: CLINCH POSITIONS

In a clinch, the fighter on offense has control of the defensive fighter's upper body. Body clinches (Double Underhook, Over/Under Hooks) are used to set up strong takedown throws for Wrestlers and Judokas. Collar tie clinches (Muay Thai, Single Collar Ties) are for setting up clinch strikes.

MUAY THAI CLINCH

A Muay Thai Clinch (also known as a Double Collar Tie Clinch) is a collar tie clinch that Muay Thai fighters can use exclusively to perform devastating whip strikes. Boxers and Kickboxers can initiate a Muay Thai Clinch, but they must do it from a Single Collar Tie clinch, whereas Muay Thai fighters can go directly into it from a standing position.

Positions that Transition into Muay Thai Clinch (Offense)

- *Both Standing—Striking (Muay Thai only)*
- *Both Standing—Clinch (Muay Thai only)*
- *Muay Thai Clinch (Defense)*
- *Single Collar Tie, Left/Right (Offense or Defense)*

Positions that Transition into Muay Thai Clinch (Defense)

- *None*

Muay Thai Clinch (Offense) Transitions into These Positions

- *Both Standing—Striking*
- *Single Collar Tie, Left/Right (Offense)*
- *Open Guard (Offense)*
- *Open Guard—Down (Offense) (Defense, Muay Thai only)*
- *Half Guard, Left/Right (Offense)*
- *Side Control, Left/Right (Offense)*

Muay Thai Clinch (Defense) Transitions into These Positions

- *Both Standing—Striking*
- *Muay Thai Clinch (Offense)*
- *Open Guard (Offense)*

Command	Xbox 360	PS3	Restriction
Left Hook	X	□	—
Right Hook	Y	△	—
Left Knee to the Body	A	✕	—
Right Knee to the Body	B	○	—
Left Hook to the Body	LT + X	L2 + □	—
Right Hook to the Body	LT + Y	L2 + △	—
Left Knee to the Legs	LT + A	L2 + ✕	—
Right Knee to the Legs	LT + B	L2 + ○	—
Push Off to Both Standing—Striking	L ↓	L ↓	—
Pull to Open Guard—Down	LB + R ↓	L1 + R ↓	BJJ Lv1
Drop to Double Leg Takedown	LT + R ↑	L2 + R ↑	—
Drop to Right Single Leg Takedown	LT + R →	L2 + R →	—
Drop to Left Single Leg Takedown	LT + R ←	L2 + R ←	—
Clinch Whip Left	L ←	L ←	Muay Thai Lv1
Clinch Whip Forward	R ↑	R ↑	Muay Thai Lv1
Clinch Whip Right	L →	L →	Muay Thai Lv1
Clinch Whip Back	R ↓	R ↓	Muay Thai Lv1
Left Knee to the Head (During Clinch Whip)	A	✕	Muay Thai Lv1
Left Knee to the Body (During Clinch Whip)	LT + A	L2 + ✕	Muay Thai Lv1
Right Knee to the Head (During Clinch Whip)	B	○	Muay Thai Lv1
Right Knee to the Body (During Clinch Whip)	LT + B	L2 + ○	Muay Thai Lv1

Command	Xbox 360	PS3	Restriction
Left Hook	X	□	—
Right Hook	Y	△	—
Left Leg Kick	A	✕	—
Right Leg Kick	B	○	—
Left Hook to the Body	LT + X	L2 + □	—

SINGLE COLLAR TIE

A Single Collar Tie is a collar tie clinch where the offensive fighter controls the defensive fighter's head with one arm. The "Left" and "Right" designations in the hold refer to the arm that the offensive fighter is using to clinch with his opponent.

This is the default collar tie clinch for Boxers and Kickboxers, and they can transition into a Muay Thai Clinch from it. Muay Thai fighters can only transition to it from a Muay Thai Clinch, but considering that the Muay Thai Clinch is a superior clinch, there's very little reason to do so.

Positions that Transition into Single Collar Tie (Offense)

- Both Standing—Striking (Boxing and Kickboxing only)
- Both Standing—Clinch (Boxing and Kickboxing only)
- Muay Thai Clinch (Offense)

Positions that Transition into Single Collar Tie (Defense)

- None

Single Collar Tie (Offense) Transitions into These Positions

- Both Standing—Striking
- Muay Thai Clinch (Offense)
- Open Guard (Offense)
- Open Guard—Down (Offense) (Defense, Muay Thai only)
- Half Guard, Left/Right (Offense)
- Side Control, Left/Right (Offense)

Single Collar Tie (Defense) Transitions into These Positions

- Both Standing—Striking
- Muay Thai Clinch (Offense)
- Open Guard (Offense)

Command (for both Left and Right versions)	Xbox 360	PS3	Restriction
Left Hook	X	□	—
Right Hook	Y	△	—
Left Knee to the Body	A	✕	—
Right Knee to the Body	B	○	—
Left Hook to the Body	LT + X	L2 + □	—
Right Hook to the Body	LT + Y	L2 + △	—
Left Knee to the Legs	LT + A	L2 + ✕	—
Right Knee to the Legs	LT + B	L2 + ○	—
Right Uppercut	LB + Y	L1 + △	Boxing Lv2
Right Uppercut	LB + Y	L1 + △	Kickboxing Lv2
Grab to Muay Thai Clinch	R ↑	R ↑	—
Push Off to Both Standing—Striking	L ↓	L ↓	—
Pull to Open Guard—Down	LB + R ↓	L1 + R ↓	BJJ Lv1
Drop to Double Leg Takedown	LT + R ↑	L2 + R ↑	—
Drop to Right Single Leg Takedown	LT + R →	L2 + R →	—
Drop to Left Single Leg Takedown	LT + R ←	L2 + R ←	—
Flying Armbar	LB + R ↓	L1 + R ↓	BJJ Lv3

Command (for both Left and Right versions)	Xbox 360	PS3	Restriction
Left Hook	X	□	—
Right Hook	Y	△	—
Left Hook to the Body	LT + X	L2 + □	—
Right Hook to the Body	LT + Y	L2 + △	—
Left Leg Kick	A	✕	—
Right Leg Kick	B	○	—

UFC Q&A: THIAGO ALVES

Q: What is the importance of proper positioning?

A: "It's always important to try to dictate the pace of a fight and where it takes place. Once you're in control of the pace, you can dictate whether or not to speed up, slow down, stand up, wrestle, or grapple. And nine times out of ten, that will win you the fight."

DOUBLE UNDERHOOK

Double Underhook is the default body clinch that BJJ fighters and Wrestlers enter into from a standing position. They use it to set up their opponent for a throw to the ground. It's particularly useful for Wrestlers, who can use strong throws from this position to immediately gain a significant advantage against a grounded opponent.

BJJ fighters and Judokas can only use weak throws from this position. However, Judokas enter Over/Under Hook as their default body clinch instead of Double Underhooks. This gives them access to strong throws of their own. While it's possible to strike from this position, the strikes do minimal damage because of the close range.

Positions that Transition into Double Underhook (Offense)

- *Both Standing—Striking*
- *Both Standing—Clinch*
- *Over/Under Left/Right Hook*

Positions that Transition into Double Underhook (Defense)

- *None*

Double Underhook (Offense) Transitions into These Positions

- *Both Standing—Striking*
- *Open Guard (Offense)*
- *Open Guard—Down (Offense)*
- *Half Guard, Left/Right (Offense)*
- *Side Control, Left/Right (Offense)*

Double Underhook (Defense) Transitions into These Positions

- *Over/Under Left/Right Hook*
- *Side Control, Right (Offense) (Judo only)*

Command	Xbox 360	PS3	Restriction
Left Struggle Punch	X	[illegible]	—
Right Struggle Punch	[illegible]	△	—
Left Knee to the Body	A	✕	—
Right Knee to the Body	B	◉	—
Push Off to Both Standing—Striking	↓	↓	—
Drop to Double Leg Takedown	LT + ↑	L2 + ↑	—
Drop to Right Single Leg Takedown	LT + ↗	L2 + ↗	—
Drop to Left Single Leg Takedown	LT + ↖	L2 + ↖	—
Drop to Side Control, Left	LB + ←	L1 + ←	*Wrestling Lv3*
Trip to Half Guard, Left	LB + →	L1 + →	*Wrestling Lv3*
Drop to Side Control, Left	LB + ↓	L1 + ↓	*Wrestling Lv3*
Pick Up Slam to Open Guard	LB + ↑	L1 + ↑	*Wrestling Lv3*
Pull to Open Guard—Down	LB + R	L1 + R	*BJJ Lv1*
Trip to Open Guard—Down	LB + R	L1 + R	*Judo Lv1*
Hip Takedown to Side Control, Right	LB + R	L1 + R	*Minotauro Nogueira*

Command	Xbox 360	PS3	Restriction
Left Struggle Punch	X	[illegible]	—
Right Struggle Punch	[illegible]	△	—
Left Knee to the Body	A	✕	—
Right Knee to the Body	B	◉	—
Pummel to Over/Under	↑	↑	—
Hip Toss to Side Control, Right	LB + R	L1 + R	*Judo Lv1*

OVER/UNDER HOOK

Over/Under Hook is a body clinch where neither fighter has the advantage. Each fighter has one overhook (arm over the opponent's arm and body) and one underhook (arm under the opponent's arm and around his midsection). "Left" and "Right" in the position name refers to the underhooked arms of each fighter.

This clinch is primarily used by Judokas. They can execute their strong throws from this position and take a considerable advantage over their grounded opponents. It is not a particularly advantageous position for Wrestlers or BJJ fighters and is usually transitioned to only as a means of escaping a Double Underhook.

Positions that Transition into Over/Under Hook

- *Both Standing—Striking (Judo only)*
- *Both Standing—Clinch (Judo only)*
- *Double Underhook (Defense)*

Over/Under Hook Transitions into These Positions

- *Both Standing—Clinch*
- *Double Underhook (Offense)*
- *Open Guard (Offense)*
- *Open Guard—Down (Offense) (Defense, BJJ and Wrestling only)*
- *Half Guard, Left/Right (Offense) (Judo only)*
- *Side Control, Left/Right (Offense) (Judo only)*

Command (for both Left and Right versions)	Xbox 360	PS3	Restriction
Left Struggle Punch	X	[illegible]	—
Right Struggle Punch	[illegible]	△	—
Left Knee to the Body	A	✕	—
Right Knee to the Body	B	◉	—
Pummel to Double Underhooks	R	R	—
Drop to Double Leg Takedown	LT + ↑	L2 + ↑	—
Drop to Right Single Leg Takedown	LT + ↗	L2 + ↗	—
Drop to Left Single Leg Takedown	LT + ↖	L2 + ↖	—
Hip Toss to Side Control, Left	LB + ←	L1 + ←	*Judo Lv2*
Trip to Half Guard, Left	LB + →	L1 + →	*Judo Lv2*
Hip Toss to Side Control, Right	LB + ↓	L1 + ↓	*Judo Lv2*
Drop to Side Control, Right	LB + ↑	L1 + ↑	*Judo Lv2*
Pull to Open Guard—Down	LB + R	L1 + R	*BJJ Lv1*
Takedown to Open Guard—Down	LB + R	L1 + R	*Wrestling Lv1*
Shoulder Takedown to Open Guard—Down	LB + R	L1 + R	*Georges St-Pierre*

ACTION LISTS: GROUND POSITIONS

Ground positions always have a fighter on offense (in the advantaged position) and a fighter on defense (in the disadvantaged position). It is the goal of the advantaged fighter to advance his position for the sake of earning an even greater offensive advantage over the defensive fighter. The disadvantaged fighter seeks to either reverse the position and become the advantaged fighter or to transition to less disadvantaged positions, such as Open Guard.

Fighting from Your Back

OPEN GUARD

Open Guard is the least advantaged ground position, and it offers the offensive fighter only a slight offensive edge over his opponent. It is the position that fighters wind up in after a weak throw or some other basic takedown. The name refers to the fact that the defending fighter's legs are open, but they continue to guard against the offensive fighter's advance by pushing against his hips and thighs.

Positions that Transition into Open Guard (Offense)

- *Both Standing—Probing*
- *Both Standing—Striking*
- *Both Standing—Clinch*
- *Muay Thai Clinch (Offense and Defense)*
- *Single Collar Tie, Left/Right (Offense and Defense)*
- *Double Underhook (Offense)*
- *Over/Under Left/Right Hook*
- *Open Guard—Full Posture (Wrestling only)*
- *Open Guard—Down (Offense)*
- *Rubber Guard (Defense)*
- *Mount (Defense) (BJJ and Wrestling only)*
- *Sprawl Position (Defense) (Wrestling only)*
- *Up/Down, Far (Offense)*

Positions that Transition into Open Guard (Defense)

- *Open Guard—Down (Defense)*
- *Half Guard, Left/Right (Defense)*
- *Side Control, Left/Right (Defense)*
- *Sprawl Position (Defense) (Offense, Wrestling only)*
- *Back Side Control, Left/Right (Defense)*

Open Guard (Offense) Transitions into These Positions

- *Open Guard—Full Posture (Offense) (Wrestling only)*
- *Half Guard, Left/Right (Offense)*
- *Side Control, Left/Right (Offense)*
- *Up/Down, Far (Offense)*

Open Guard (Defense) Transitions into These Positions

- *Both Standing—Striking*
- *Open Guard—Down (Defense)*

Command	Xbox 360	PS3	Restriction
Left Straight	X	□	—
Right Straight	Y	△	—
Left Hook to the Body	LT + X	L1 + □	—
Right Hook to the Body	LT + Y	L1 + △	—
Left Elbow	L3 + X	L3 + □	—
Right Elbow	L3 + Y	L3 + △	—
Roundhouse Left Hook	LB + X	L2 + □	Boxing Lv2
Roundhouse Right Hook	LB + Y	L2 + △	Boxing Lv2
Left Hammerfist	LB + X	L2 + □	Kickboxing Lv1
Right Hammerfist	LB + Y	L2 + △	Kickboxing Lv1
Horizontal Left Elbow	LB + X	L2 + □	Muay Thai Lv2
Horizontal Right Elbow	LB + Y	L2 + △	Muay Thai Lv2
Minor Transition To Half Guard, Left	R↘/R↗	R↘/R↗	—
Minor Transition To Half Guard, Right	R↗/R↖	R↗/R↖	—
Major Transition to Side Control, Left	R↷/R↶	R↷/R↶	—
Major Transition to Side Control, Right	R↺/R↻	R↺/R↻	—
Stand Up to Up/Down, Near	↑	↑	—
Minor Transition to Open Guard—Full Posture	LB + R↘/R↗/R↗/R↖	L2 + R↘/R↗/R↗/R↖	Wrestling Lv1
Kneebar	R↑	R↑	—

Command	Xbox 360	PS3	Restriction
Left Straight	X	□	—
Right Straight	Y	△	—
Left Straight to the Body	LT + X	L1 + □	—
Right Straight to the Body	LT + Y	L1 + △	—
Left Hook	L3 + X	L3 + □	—
Right Hook	L3 + Y	L3 + △	—
Minor Transition to Open Guard—Down	R↘/R↗/R↗/R↖	R↘/R↗/R↗/R↖	—
Major Transition to Both Standing—Striking	R↷/R↶/R↺/R↻	R↷/R↶/R↺/R↻	—
Punch Counter to Armbar	R↑	R↑	—
Punch Counter to Triangle Choke	LB + R↑	L2 + R↑	BJJ Lv3
Punch Counter to Triangle Choke	LB + R↑	L2 + R↑	Judo Lv3

STANDING IN GUARD

Standing in Guard is a variation on Open Guard where the offensive fighter is standing instead of kneeling. Although the offensive fighter's striking options are more limited, the defending fighter has nothing but kicks with which to respond.

The only way to enter into Standing in Guard is if a Wrestler initiates it from Open Guard or Open Guard—Down. Thus, all offensive transitions from it are effectively Wrestling-exclusive.

Positions that Transition into Standing in Guard (Offense)

- Open Guard (Offense) (Wrestling only)
- Open Guard—Down (Offense) (Wrestling only)

Positions that Transition into Standing in Guard (Defense)

- None

Standing in Guard (Offense) Transitions into These Positions

- Open Guard (Offense) (Wrestling only)
- Side Control, Left/Right (Offense) (Wrestling only)
- Up/Down, Far (Offense) (Wrestling only)

Standing in Guard (Defense) Transitions into These Positions

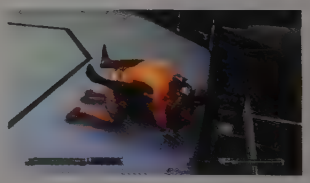
- Both Standing—Striking
- Open Guard—Down (Defense) (BJJ only)
- Side Control, Left/Right (Offense) (Wrestling only)
- Up/Down, Far (Defense)

Command	Xbox 360	PS3	Restriction
Left Straight	X	□	—
Right Straight	Y	△	—
Left Straight to the Body	LT + X	L1 + □	—
Right Straight to the Body	LT + Y	L1 + △	—
Left Hook to the Body	LB + X	L1 + □	—
Right Hook to the Body	LB + Y	L1 + △	—
Minor Transition to Open Guard	R↘/R↙/R↓/R↖	R↘/R↙/R↓/R↖	—
Major Transition to Side Control, Left	R↷/R↶	R↷/R↶	—
Major Transition to Side Control, Right	R↻/R↺	R↻/R↺	—
Stand Up to Up/Down, Far	L↑	L↑	—
Kneebar	R↓	R↓	—

Command	Xbox 360	PS3	Restriction
Left Struggle Punch	X	□	—
Right Struggle Punch	Y	△	—
Left Struggle Kick	A	X	—
Right Struggle Kick	B	○	—
Minor Transition to Up/Down, Far	R↘/R↙/R↓/R↖	R↘/R↙/R↓/R↖	—
Major Transition to Both Standing—Striking	R↷/R↶/R↻/R↺	R↷/R↶/R↻/R↺	—
Minor Transition to Open Guard—Down	LB + R↘/R↙/R↓/R↖	L1 + R↘/R↙/R↓/R↖	BJJ Lv1
Punch Counter to Armbar	R↑	R↑	—

OPEN GUARD—DOWN

Open Guard—Down is yet another variation on Open Guard that is slightly more favorable to the defending fighter. First, it limits the advantaged fighter's striking offense. Second, it allows for technique-exclusive defensive submission holds. Boxers enjoy additional offensive strikes from this position, Muay Thai fighters have additional defensive strikes, and Judokas have more options for defensive transitions.



BJJ fighters have a number of exclusive ways to transition into Open Guard—Down (Defense), which is an excellent setup for a Kimura submission. Open Guard—Down is also the only way to transition to Rubber Guard.

Positions that Transition into Open Guard—Down (Offense)

- Both Standing—Probing
- Both Standing—Striking
- Both Standing—Clinch
- Muay Thai Clinch (Offense)
- Single Collar Tie, Left/Right (Offense)
- Double Underhook (Offense)
- Over/Under Left/Right Hook (Offense)
- Mount—Down (Defense)
- Back Mount—Both Hooks In (Defense)
- Back Mount—Body Triangle (Defense)
- Up/Down, Near (Offense)
- Up/Down, Far (Offense)

Positions that Transition into Open Guard—Down (Defense)

- Muay Thai Clinch (Offense) (BJJ only)
- Single Collar Tie, Left/Right (Offense) (BJJ only)
- Over/Under Left/Right Hook (Wrestling and BJJ only)
- Open Guard (Defense)
- Open Guard—Full Posture (Defense) (BJJ only)
- Rubber Guard (Offense) (BJJ only)
- Sprawl Position (Defense) (BJJ only)
- Back Side Control, Left/Right (BJJ only)

Open Guard—Down (Offense) Transitions into These Positions

- Open Guard (Offense)
- Open Guard—Full Posture (Offense) (Wrestling only)
- Half Guard, Left/Right—Down (Offense)
- Up/Down, Far (Offense)

Open Guard—Down (Defense) Transitions into These Positions

- Open Guard (Defense)
- Rubber Guard (Offense) (BJJ only)
- Side Control, Left/Right (Offense) (Judo only)

UFC Q&A: MIKE SWICK

Q: "Describe the importance of proper positioning."

A: "Positioning is very important in a fight. Having dominant positioning against Marcus Davis in our UFC 85 bout gave me a unanimous decision victory. Being out-positioned is what cost me a win against Yushin Okami at UFC 69."

Command	Xbox 360	PS3	Restriction
Left Hammerfist	X	■	—
Right Hammerfist	■	△	—
Left Hook to the Body	LT + X	L1 + ■	—
Right Hook to the Body	LT + ■	L1 + △	—
Roundhouse Left Hook	LB + X	L2 + ■	Boxing Lv1
Roundhouse Right Hook	LB + ■	L2 + △	Boxing Lv1
Minor Transition to Open Guard	R↘/R↗/R↙/R↖	R↘/R↗/R↙/R↖	—
Major Transition to Half Guard, Left	R↷/R↶	R↷/R↶	—
Major Transition to Half Guard, Right	R↺/R↻	R↺/R↻	—
Stand Up to Up/Down, Near	↑	↑	—
Major Transition to Open Guard—Full Posture	LB + R↘/R↗/R↙/R↖	L2 + R↘/R↗/R↙/R↖	Wrestling Lv1

Command	Xbox 360	PS3	Restriction
Left Hook	X	■	—
Right Hook	■	△	—
Horizontal Left Elbow	LB + X	L2 + ■	Muay Thai Lv2
Horizontal Right Elbow	LB + ■	L2 + △	Muay Thai Lv2
Minor Transition to Open Guard	R↘/R↗/R↙/R↖	R↘/R↗/R↙/R↖	—
Minor Transition to Rubber Guard	LB + R↘/R↗/R↙/R↖	L2 + R↘/R↗/R↙/R↖	BJJ Lv2
Minor Transition to Side Control, Left	LB + R↘/R↗	L2 + R↘/R↗	Judo Lv3
Minor Transition to Side Control, Right	LB + R↙/R↖	L2 + R↙/R↖	Judo Lv3
Kimura	↓	↓	BJJ Lv2
Guillotine Choke	LB + ↓	L2 + ↓	Wrestling Lv2
Triangle Choke	LB + ↓	L2 + ↓	Judo Lv2

RUBBER GUARD

Rubber Guard is a BJJ-exclusive type of guard. The fighter on the ground wraps his leg around his opponent and holds his own foot to keep his opponent trapped in close, freeing one arm to strike and initiate submissions. In Rubber Guard, the fighter on the bottom is considered the *offensive* fighter, not the *defensive* fighter, because he can attempt a triangle choke or a major transition to full Mount. Meanwhile, his opponent is limited to less impressive transitions and relatively weak hooks.

The only way to wind up in Rubber Guard is if a BJJ fighter on defense in Open Guard—Down makes a minor transition into it. Because the offensive position is exclusive to BJJ fighters, all of the offensive transitions out of it are effectively BJJ-exclusive as well.

Positions that Transition into Rubber Guard (Offense)

- *Open Guard—Down (Defense) (BJJ only)*

Positions that Transition into Rubber Guard (Defense)

- *None*

Rubber Guard (Offense) Transitions into These Positions

- *Open Guard—Down (Defense) (BJJ only)*
- *Mount (Offense) (BJJ only)*
- *Back Side Control, Right (Offense) (BJJ only)*

Rubber Guard (Defense) Transitions into These Positions

- *Open Guard (Offense)*
- *Half Guard, Left—Down (Offense)*

UFC Q&A: NATE MARQUARDT

Q: What is the importance of proper positioning?

A: "Position is the most important aspect of fighting. If you are on your feet, positioning gives you power in your strikes and gives you the ability to evade your opponent's. On the ground, positioning gives you the ability to submit your opponent and the leverage to strike with power."

Command	Xbox 360	PS3	Restriction
Short Left Hook	X	■	—
Left Elbow	L1 + X	L1 + ■	—
Minor Transition to Back Side Control, Right	R↘/R↗/R↙/R↖	R↘/R↗/R↙/R↖	—
Major Transition to Mount	R↷/R↶/R↺/R↻	R↷/R↶/R↺/R↻	—
Release to Open Guard, Down	↑	↑	—
Triangle Choke	↓	↓	—

Command	Xbox 360	PS3	Restriction
Left Hook	X	■	—
Right Hook	■	△	—
Left Hook to the Body	LT + X	L1 + ■	—
Right Hook to the Body	LT + ■	L1 + △	—
Minor Transition to Open Guard	R↘/R↗/R↙/R↖	R↘/R↗/R↙/R↖	—
Major Transition to Half Guard, Left	R↷/R↶/R↺/R↻	R↷/R↶/R↺/R↻	—

HALF GUARD

Offensively speaking, Half Guard is the next step up from any of the Open Guards. It gets its name from the fact that the offensive fighter has passed one of the defending fighter's legs and is therefore halfway past his guard. The "Left" and "Right" designations indicate which of the defending fighter's legs have been passed.

From Half Guard, the advantaged fighter can improve his position with a minor transition to Side Control (on the same side as the Half Guard side) or a major transition to Mount. BJJ fighters can use a technique-exclusive minor transition while on defense to reverse it, taking the advantaged position.

Positions that Transition into Half Guard (Offense)

- *Both Standing—Probing*
- *Both Standing—Striking*
- *Both Standing—Clinch*
- *Muay Thai Clinch (Offense)*
- *Single Collar Tie, Left/Right (Offense)*
- *Double Underhook (Offense)*
- *Over/Under Left/Right Hook*
- *Open Guard (Offense)*
- *Half Guard, Left/Right (Defense) (BJJ only)*
- *Half Guard, Left/Right—Down (Offense)*

Positions that Transition into Half Guard (Defense)

- *Half Guard, Left/Right—Down (Defense)*

Half Guard (Offense) Transitions into These Positions

- *Both Standing—Striking*
- *Side Control, Left/Right (Offense)*
- *Mount—Down (Offense)*

Half Guard (Defense) Transitions into These Positions

- *Open Guard (Defense)*
- *Half Guard, Left/Right—Down (Defense)*
- *Half Guard, Left (Offense) (BJJ only)*

Command	Xbox 360	PS3	Restriction
Left Straight	X	■	—
Right Straight	■	△	—
Left Hook to the Body	LT + X	L1 + ■	—
Right Hook to the Body	LT + ■	L1 + ○	—
Left Hook	L + X	L + ■	—
Right Hook	L + ■	L + △	—
Minor Transition to Side Control	R ↘ / R ↗ / R ↙ / R ↖	R ↘ / R ↗ / R ↙ / R ↖	—
Major Transition to Mount—Down	R ↘ / R ↗ / R ↙ / R ↖	R ↘ / R ↗ / R ↙ / R ↖	—
Stand Up to Both Standing—Striking	L	L	—
Kimura	R	R	—

Command	Xbox 360	PS3	Restriction
Left Straight	X	■	—
Right Straight	■	△	—
Left Hook to the Body	LT + X	L1 + ■	—
Right Hook to the Body	LT + Y	L1 + △	—
Overhand Left	L + X	L + ■	—
Overhand Right	L + ■	L + △	—
Minor Transition to Half Guard—Down	R ↘ / R ↗ / R ↙ / R ↖	R ↘ / R ↗ / R ↙ / R ↖	—
Major Transition to Open Guard	R ↘ / R ↗ / R ↙ / R ↖	R ↘ / R ↗ / R ↙ / R ↖	—
Minor Transition to Half Guard	LB + R ↘ / R ↗ / R ↙ / R ↖	L1 + R ↘ / R ↗ / R ↙ / R ↖	BJJ Lv3
Punch Counter to Kimura	R	R	—

HALF GUARD—DOWN

Half Guard—Down is a defensive variation of Half Guard. The defending fighter holds the advantaged fighter's upper body close in order to prevent him from striking with his full range. Like Half Guard, the "Left" and "Right" designations refer to the defending fighter's leg that has been passed by the offensive fighter.

As with many ground positions, BJJ fighters can perform a couple of advantageous techniques in Half Guard—Down (Defense). They can transition to Half Guard—Down (Offense) with a signature minor transition, and they can also attempt a Kimura submission.

Positions that Transition into Half Guard—Down (Offense)

- *Open Guard—Down (Offense)*
- *Rubber Guard (Defense)*
- *Half Guard, Left/Right—Down (Defense) (BJJ only)*
- *Up/Down, Near (Offense)*

Positions that Transition into Half Guard—Down (Defense)

- *Half Guard, Left/Right (Defense)*
- *Side Control, Left/Right (Defense)*
- *Mount—Down (Defense)*

Half Guard—Down (Offense) Transitions into These Positions

- *Half Guard, Left/Right (Offense)*
- *Side Control, Left/Right (Offense)*
- *Up/Down, Far (Offense)*

Half Guard—Down (Defense) Transitions into These Positions

- *Both Standing—Striking*
- *Half Guard, Left/Right (Defense)*
- *Half Guard, Left/Right (Offense) (BJJ only)*

Command	Xbox 360	PS3	Restriction
Left Hammerfist	X	□	—
Right Hammerfist	Y	△	—
Left Hook to the Body	LT + X	L1 + □	—
Right Hook to the Body	LT + Y	L1 + △	—
Minor Transition to Half Guard	R↘/R↗/R↙/R↖	R↘/R↗/R↙/R↖	—
Major Transition to Side Control	R↷/R↶/R↺/R↻	R↷/R↶/R↺/R↻	—
Stand Up to Up/Down, Far	↑	↑	—

Command	Xbox 360	PS3	Restriction
Left Hook	X	□	—
Right Hook	Y	△	—
Minor Transition to Half Guard	R↘/R↗/R↙/R↖	R↘/R↗/R↙/R↖	—
Major Transition to Both Standing—Striking	R↷/R↶/R↺/R↻	R↷/R↶/R↺/R↻	—
Minor Transition to Half Guard—Down	LB + R↘/R↗/R↙/R↖	L2 + R↘/R↗/R↙/R↖	BJJ Lv3
Kimura	↑	↑	BJJ Lv2

SIDE CONTROL

Offensively, Side Control is the next step up from Half Guard. It gets its name from the fact that the offensive fighter has made it past the defender's guard. His body is now perpendicular to his opponent, giving him control of one side of his opponent (indicated by the "Right" and "Left" designations in the position name).

This is a significantly advantageous position to be in, especially for Kickboxers and Muay Thai fighters, each of whom can use advanced striking techniques from the offensive position. Wrestlers can make a major transition to Mount from Side Control. And, as usual, BJJ fighters can reverse the position when they are on the defensive, putting themselves in Side Control (Offense).

Command	Xbox 360	PS3	Restriction
Left Hook	X	□	—
Right Hook	Y	△	—
Left Knee to the Body	A	✕	—
Right Knee to the Body	B	○	—
Right Elbow to the Body	LT + Y	L1 + △	—
Left Elbow	L3 + X	L3 + △	—
Left Hammerfist	LB + X	L2 + △	Kickboxing Lv1
Horizontal Left Elbow	LB + X	L2 + △	Muay Thai Lv1
Strong Left Knee to the Body	LB + A	L2 + ✕	Kickboxing Lv3
Strong Right Knee to the Body	LB + B	L2 + ○	Kickboxing Lv3
Strong Left Knee to the Body	LB + A	L2 + ✕	Muay Thai Lv3
Strong Right Knee to the Body	LB + B	L2 + ○	Muay Thai Lv3
Minor Transition to North/South	R↘/R↗/R↙/R↖	R↘/R↗/R↙/R↖	—
Major Transition to Mount—Down	R↷/R↶/R↺/R↻	R↷/R↶/R↺/R↻	—
Major Transition to Mount	LB + R↘/R↗/R↙/R↖	L2 + R↘/R↗/R↙/R↖	Wrestling Lv3
Stand Up to Both Standing—Striking	↑	↑	—
Kimura	↑	↑	—

Positions that Transition into Side Control (Offense)

- *Both Standing—Probing*
- *Both Standing—Striking*
- *Both Standing—Clinch*
- *Muay Thai Clinch (Offense)*
- *Single Collar Tie, Left/Right (Offense)*
- *Double Underhook (Offense)*
- *Over/Under Left/Right Hook*
- *Open Guard (Offense)*
- *Open Guard—Down (Defense) (Judo only)*
- *Open Guard—Full Posture (Offensive) (Wrestling only)*
- *Half Guard, Left/Right (Offense)*
- *Half Guard, Left/Right—Down (Offense)*
- *Side Control, Left/Right (Defense) (BJJ only)*
- *Mount—Down (Offense)*
- *North/South (Offense)*
- *Sprawl Position (Wrestling and Judo only)*
- *Back Side Control, Left/Right (Offense)*
- *Up/Down, Near (Offense)*

Positions that Transition into Side Control (Defense)

- *North/South (Defense)*
- *Back Side Control, Right/Left (Defense)*

Side Control (Offense) Transitions into These Positions

- *Both Standing—Striking*
- *Mount (Offense) (Wrestling only)*
- *Mount—Down (Offense)*
- *North/South (Offense)*

Side Control (Defense) Transitions into These Positions

- *Both Standing—Striking*
- *Open Guard (Defense)*
- *Half Guard, Right/Left—Down (Defense)*
- *Side Control, Right/Left (Offense) (BJJ only)*
- *North/South (Defense)*

Command	Xbox 360	PS3	Restriction
Left Hook	X	□	—
Right Hook	Y	△	—
Left Knee to the Body	A	✕	—
Right Knee to the Body	B	○	—
Minor Transition to Half Guard, Left—Down	R↘/R↗	R↘/R↗	—
Minor Transition to North/South	R↙/R↖	R↙/R↖	—
Major Transition to Open Guard	R↷/R↶	R↷/R↶	—
Major Transition to Both Standing—Striking	R↺/R↻	R↺/R↻	—
Major Transition to Side Control, Left	LB + R↘/R↗/R↙/R↖	L2 + R↘/R↗/R↙/R↖	BJJ Lv3

NORTH/SOUTH

North/South gets its name from the head-to-toe alignment of the fighters. Offensively, it's on the same level as Side Control, with very limited striking options due to the close proximity of the fighters. From North/South (Offensive), any fighter can attempt a major transition to Mount, unlike Side Control, where only Wrestlers can attempt it. It is not uncommon to see fighters move back and forth between North/South and Side Control.

BJJ fighters have access to a special submission (North/South Choke) from this offensive position. In the defensive position, Wrestlers can make a minor transition to a Sprawl Position, and Judokas can reverse the hold and take North/South (Offensive).

Positions that Transition into North/South (Offense)

- *Side Control, Left/Right (Offense)*
- *Sprawl (Offensive) (BJJ only)*
- *North/South (Defense) (Judo only)*

Positions that Transition into North/South (Defense)

- *Side Control, Left/Right (Defense)*

North/South (Offense) Transitions into These Positions

- *Both Standing—Striking*
- *Side Control, Left/Right (Offense)*
- *Mount (Offense)*

North/South (Defense) Transitions into These Positions

- *Both Standing—Striking*
- *Side Control, Left/Right (Defense)*
- *Sprawl Position (Defense) (Wrestling only)*
- *North/South (Offense) (Judo only)*

Command	Xbox 360	PS3	Restriction
Left Hook	X	□	—
Right Hook	Y	△	—
Left Hook to the Body	LT + X	L1 + □	—
Right Hook to the Body	LT + Y	L1 + △	—
Minor Transition to Side Control, Right	R↘/R↗	R↘/R↗	—
Minor Transition to Side Control, Left	R↙/R↖	R↙/R↖	—
Major Transition to Mount—Down	R↘/R↗	R↘/R↗	—
Major Transition to Mount—Down	R↙/R↖	R↙/R↖	—
Stand Up to Both Standing—Striking	↑	↑	—
Far Side Kimura	R	R	—
North/South Choke	LB + RS	L2 + RS	BJJ Lv3

Command	Xbox 360	PS3	Restriction
Left Hook	X	□	—
Right Hook	Y	△	—
Minor Transition to Side Control, Left	R↘/R↗	R↘/R↗	—
Minor Transition to Side Control, Right	R↙/R↖	R↙/R↖	—
Major Transition to Both Standing—Striking	R↘/R↗/ R↙/R↖	R↘/R↗/ R↙/R↖	—
Minor Transition to Sprawl	LB + R↘/R↗/ R↙/R↖	L2 + R↘/R↗/ R↙/R↖	Wrestling Lv1
Major Transition to North/South	LB + R↘/R↗/ R↙/R↖	L2 + R↘/R↗/ R↙/R↖	Judo Lv1

MOUNT

Mount is the most advantageous position that an offensive fighter can achieve. In Mount, the offensive fighter has passed the defender's guard completely. By mounting the defender's upper torso, the advantaged fighter can keep his opponent from throwing any kicks and limit him to very weak strikes. On the other hand, the offensive fighter can unload on his opponent with heavy strikes or attempt a high-powered submission. Once a fighter achieves Mount (Offense), the fight is usually over, unless the round is about to end or he makes a critical mistake.

Boxers can throw heavy punches from Mount (Offense), and BJJ fighter can trap their opponents in a Triangle Choke from the position. Mount (Defense) is one of the few defensive ground positions from which BJJ fighters can't attempt a submission. But BJJ fighters, Judoka, and Wrestlers all have technique-specific major transitions to Open Guard or Both Standing—Striking.

Positions that Transition into Mount (Offense)

- *Rubber Guard (Offense) (BJJ only)*
- *Side Control, Left/Right (Offense) (Wrestling only)*
- *Mount—Down (Offense)*
- *Back Mount—Body Triangle (Offense) (BJJ only)*
- *Back Mount—Both Hooks In (Offense) (Judo and Wrestling only)*

Positions that Transition into Mount (Defense)

- *None*

Mount (Offense) Transitions into These Positions

- *Both Standing—Striking*

Mount (Defense) Transitions into These Positions

- *Both Standing—Striking (Judo only)*
- *Open Guard (Offense) (BJJ, Wrestling only)*
- *Mount—Down (Defense)*
- *Back Mount—Both Hooks In (Defense)*

Command	Xbox 360	PS3	Restriction
Left Straight	X	●	—
Right Straight	Y	△	—
Left Hook to the Body	LT + X	L1 + ●	—
Right Hook to the Body	LT + Y	L1 + △	—
Left Hammerfist	L3 + X	L3 + ●	—
Right Hammerfist	L3 + Y	L3 + △	—
Roundhouse Left Hook	LB + X	L2 + ●	Boxing Lv3
Roundhouse Right Hook	LB + Y	L2 + △	Boxing Lv3
Stand Up to Both Standing—Striking	↓ L	↓ L	—
Armbar	↓ R	↓ R	—
Triangle Choke	LB + ↓ R	L2 + ↓ R	BJJ Lv3

Command	Xbox 360	PS3	Restriction
Left Straight	X	●	—
Right Straight	Y	△	—
Left Hook to the Body	LT + X	L1 + ●	—
Right Hook to the Body	LT + Y	L1 + △	—
Minor Transition to Mount—Down	R↘/R↗/R↙/R↖	R↘/R↗/R↙/R↖	—
Major Transition to Back Mount—Both Hooks In	R↷/R↶/R↺/R↻	R↷/R↶/R↺/R↻	—
Major Transition to Open Guard	LB + R↘/R↗/R↙/R↖	L2 + R↘/R↗/R↙/R↖	BJJ Lv3
Major Transition to Open Guard	LB + R↘/R↗/R↙/R↖	L2 + R↘/R↗/R↙/R↖	Wrestling Lv2
Major Transition to Both Standing—Striking	LB + R↘/R↗/R↙/R↖	L2 + R↘/R↗/R↙/R↖	Judo Lv3
Punch Counter to Mount—Down	↓ R	↓ R	—

MOUNT—DOWN

Mount—Down is a defensive modification of Mount. The disadvantaged fighter pulls the advantaged fighter in close to limit his striking. It's more of a delaying tactic than a position advance, because the referee will stand the fighters up if they don't make a transition soon.

Mount—Down is still a very precarious position for the defensive fighter, because the offensive fighter can still attempt an Armbar submission (although the BJJ-exclusive Triangle Choke is no longer available).

Positions that Transition into Mount—Down (Offense)

- *Half Guard, Left/Right (Offense)*
- *Side Control, Left/Right (Offense)*
- *North/South (Offense)*

Positions that Transition into Mount—Down (Defense)

- *Mount (Defense)*

Mount—Down (Offense) Transitions into These Positions

- *Side Control, Left/Right (Offense)*
- *Mount (Offense)*
- *Up/Down, Far (Offense)*

Mount—Down (Defense) Transitions into These Positions

- *Open Guard—Down (Offense)*
- *Half Guard, Left/Right—Down (Defense)*

UFC Q&A: FRANK MIR

Q: Of all the fighters you've competed against, whose grappling skills are especially fearsome and why?

A: "Antonio Minotauro Nogueira, because he's the best submission artist in mixed martial arts."

Command	Xbox 360	PS3	Restriction
Left Hook	X	●	—
Right Hook	Y	△	—
Minor Transition to Side Control, Left	R↘/R↗	R↘/R↗	—
Minor Transition to Side Control, Right	R↙/R↖	R↙/R↖	—
Hard Transition to Mount	R↷/R↶/R↺/R↻	R↷/R↶/R↺/R↻	—
Transition to Up/Down, Far	↓ L	↓ L	—
Armbar	↓ R	↓ R	—

Command	Xbox 360	PS3	Restriction
Left Hook	X	●	—
Right Hook	Y	△	—
Minor Transition to Half Guard, Left—Down	R↘/R↗	R↘/R↗	—
Minor Transition to Half Guard, Right—Down	R↙/R↖	R↙/R↖	—
Major Transition to Open Guard—Down	R↷/R↶/R↺/R↻	R↷/R↶/R↺/R↻	—

BACK MOUNT—BOTH HOOKS IN

Back Mount—Both Hooks In is a rear mount position where the offensive fighter is behind his opponent and has his legs wrapped around his opponent's torso, with both of his feet hooked together to secure the position. From here, the offensive fighter can throw hooks to the defender's head and body, make a minor transition to Mount, or attempt a Rear Naked Choke. It is usually used by offensive fighters who are looking for victory by Rear Naked Choke or defensive fighters who are desperately trying to escape Mount.

This position is available only to Wrestlers and Judokas. BJJ fighters use the very similar Back Mount—Body Triangle, which has an identical move-set. Therefore, all transitions to and from Back Mount—Both Hooks In (Offense) are Wrestling- and Judo-exclusive.

Positions that Transition into Back Mount—Both Hooks In (Offense)

- *Sprawl Position (Offense) (Wrestling and Judo only)*
- *Back Side Control, Left/Right (Wrestling and Judo only)*

Positions that Transition into Back Mount—Both Hooks In (Defense)

- *Mount (Defense)*

Back Mount—Both Hooks In (Offense) Transitions into These Positions

- *Both Standing—Striking*
- *Mount (Offense)*

Back Mount—Both Hooks In (Defense) Transitions into These Positions

- *Both Standing—Striking*
- *Open Guard—Down (Offense)*

Command	Xbox 360	PS3	Restriction
Left Hook	X	[illegible]	—
Right Hook	[illegible]	△	—
Left Hook to the Body	LT + X	L1 + [illegible]	—
Right Hook to the Body	LT + [illegible]	L1 + △	—
Minor Transition to Mount	R↘/R↗/R↙/R↖	R↘/R↗/R↙/R↖	—
Major Transition to Both Standing—Striking	↑	↑	—
Rear Naked Choke	↓	↓	—

Command	Xbox 360	PS3	Restriction
Left Back Elbow	X	[illegible]	—
Right Struggle Punch	[illegible]	△	—
Minor Transition to Open Guard—Down	R↘/R↗/R↙/R↖	R↘/R↗/R↙/R↖	—
Major Transition to Both Standing—Striking	R↷/R↶/R↺/R↻	R↷/R↶/R↺/R↻	—

BACK MOUNT—BODY TRIANGLE

Back Mount—Body Triangle is, for all intents and purposes, the BJJ equivalent of Back Mount—Both Hooks In. The only difference is that the offensive fighter's foot is hooked under his own knee instead of around his other ankle. It has the exact same move-set as Back Mount—Both Hooks In, and only BJJ fighters can transition into it offensively.

Positions that Transition into Back Mount—Body Triangle (Offense)

- *Sprawl Position (Offense) (BJJ only)*
- *Back Side Control, Left/Right (BJJ only)*

Positions that Transition into Back Mount—Body Triangle (Defense)

- *None*

Back Mount—Body Triangle (Offense) Transitions into These Positions

- *Both Standing—Striking (BJJ only)*
- *Mount (Offense) (BJJ only)*

Back Mount—Body Triangle (Defense) Transitions into These Positions

- *Both Standing—Striking*
- *Open Guard—Down (Offense)*

Command	Xbox 360	PS3	Restriction
Left Hook	X	[illegible]	—
Right Hook	Y	○	—
Left Hook to the Body	LT + X	L1 + [illegible]	—
Right Hook to the Body	LT + [illegible]	L1 + △	—
Minor Transition to Mount	R↘/R↗/R↙/R↖	R↘/R↗/R↙/R↖	—
Stand Up to Both Standing—Striking	↑	↑	—
Rear Naked Choke	↓	↓	—

Back Mount—Body Triangle Action List (Defense)

Command	Xbox 360	PS3	Restriction
Left Back Elbow	X	[illegible]	—
Right Struggle Punch	Y	○	—
Minor Transition to Open Guard—Down	R↘/R↗/R↙/R↖	R↘/R↗/R↙/R↖	—
Major Transition to Both Standing—Striking	R↷/R↶/R↺/R↻	R↷/R↶/R↺/R↻	—

BACK SIDE CONTROL

Back Side Control is very similar to Side Control, except the fighter in the advantaged position has his opponent face-down instead of face-up. This gives the offensive fighter a tremendous advantage, although he must avoid fouling his opponent by hitting him in the back of the head. In the hierarchy of ground positions, it's below the Back Mount but above the Sprawl Position and Rubber Guard.

Kickboxers and Muay Thai fighters can throw heavy knee strikes when in Back Side Control (Offense). In the defensive position, each fighter has two default transition options, plus a third technique-specific transition that corresponds to his grappling technique.

Positions that Transition into Back Side Control (Offense)

- *Rubber Guard (Offense) (BJJ only)*
- *Sprawl Position (Offense)*

Positions that Transition into Back Side Control (Defense)

- *None*

Back Side Control (Offense) Transitions into These Positions

- *Both Standing—Striking*
- *Side Control, Right/Left (Offense)*
- *Back Mount—Body Triangle (BJJ only)*
- *Back Mount—Both Hooks In (Judo and Wrestling only)*

Back Side Control (Defense) Transitions into These Positions

- *Open Guard (Defense)*
- *Open Guard—Down (Defense) (BJJ only)*
- *Side Control, Left/Right (Defense) (Judo only)*
- *Sprawl Position (Defense) (Wrestling only)*

UFC Q&A: KENNY FLORIAN

Q: Can you describe the importance of proper positioning?

A: "Proper positioning is everything in a fight. Being at the right place at the right time is important for striking and grappling. Winning and losing can be a matter of millimeters when you are fighting at the highest levels. For example, I have won more than a few fights when people have given me their backs. Because my back positioning is very good, I will usually finish them with a rear naked choke."

Back Side Control Actions List (Offense)

Command	Xbox 360	PS3	Restriction
Left Hook	X	□	—
Right Hook	Y	△	—
Left Knee to the Body	A	✕	—
Right Knee to the Body	B	○	—
Left Hook to the Body	LT + X	L1 + □	—
Right Hook to the Body	LT + Y	L1 + △	—
Strong Left Knee to the Body	LB + A	L2 + ✕	Kickboxing Lv3
Strong Right Knee to the Body	LB + B	L2 + ○	Kickboxing Lv3
Strong Left Knee to the Body	LB + A	L2 + ✕	Muay Thai Lv3
Strong Right Knee to the Body	LB + B	L2 + ○	Muay Thai Lv3
Minor Transition to Side Control	R↘/R↙/R↗/R↖	R↘/R↙/R↗/R↖	—
Major Transition to Back Mount—Both Hooks In	R↘/R↙/R↗/R↖	R↘/R↙/R↗/R↖	—
Major Transition to Back Mount—Body Triangle	R↘/R↙/R↗/R↖	R↘/R↙/R↗/R↖	BJJ Lv1
Stand Up to Both Standing—Striking	↓	↓	—
Rear Naked Choke	R↓	R↓	—

Back Side Control Actions List (Defense)

Command	Xbox 360	PS3	Restriction
Left Struggle Punch	X	□	—
Right Struggle Punch	Y	△	—
Minor Transition to Side Control	R↘/R↙/R↗/R↖	R↘/R↙/R↗/R↖	—
Major Transition to Open Guard	R↘/R↙/R↗/R↖	R↘/R↙/R↗/R↖	—
Minor Transition to Open Guard—Down	LB + R↘/R↙/R↗/R↖	L2 + R↘/R↙/R↗/R↖	BJJ Lv2
Minor Transition to Sprawl	LB + R↘/R↙/R↗/R↖	L2 + R↘/R↙/R↗/R↖	Wrestling Lv2
Minor Transition to Side Control	LB + R↘/R↙/R↗/R↖	L2 + R↘/R↙/R↗/R↖	Judo Lv1

SPRAWL POSITION

Sprawl Position is a form of takedown defense that results when you use a grapple block (◀R) to stuff your opponent's takedown attempt. This is the only way to enter the position in an offensive stance. From there, a variety of transitions is available to you. Every fighter can transition to another back position (Back Mount, Back Side Control), and each grappling style has unique transitions to front-facing ground positions.

The only transitions into Sprawl Position are defensive ones, from North/South (Defense) or from Back Side Control, Right/Left (Defense), and these transitions are exclusive to Wrestlers. Both of these defensive transitions put you in Sprawl Position (Defense), which is the same position you wind up in if your takedown is grapple blocked. From here, you can make minor transitions to Open Guards or a major one to Back Mount—Both Hooks In.

Positions that Transition into Sprawl Position (Offense)

- *None*

Positions that Transition into Sprawl Position (Defense)

- *North/South (Defense) (Wrestling only)*
- *Back Side Control, Right/Left (Defense) (Wrestling only)*

Sprawl Position (Offense) Transitions into These Positions

- *Both Standing—Striking*
- *Side Control, Left (Offense) (Wrestling and Judo only)*
- *Side Control, Right (Offense) (Judo only)*
- *Back Mount—Both Hooks In (Offense) (Wrestling and Judo only)*
- *Back Mount—Body Triangle (Offense) (BJJ only)*
- *Back Side Control, Left/Right (Offense)*

Sprawl Position (Defense) Transitions into These Positions

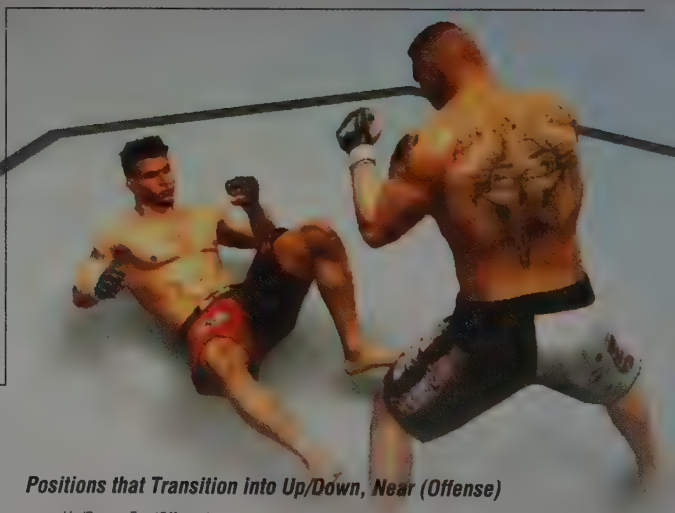
- *Both Standing—Striking*
- *Open Guard (Offense)*
- *Open Guard (Defense) (Wrestling only)*
- *Open Guard—Down (Defense) (BJJ only)*

Sprawl Position Action List (Offense)

Command	Xbox 360	PS3	Restriction
Left Hook	X	□	—
Right Hook	Y	△	—
Left Hook to the Body	LT + X	L1 + □	—
Right Hook to the Body	LT + Y	L1 + △	—
Left Uppercut	LB + X	L1 + □	—
Right Uppercut	LB + Y	L1 + △	—
Minor Transition to Back Side Control, Right	R↘/R↗	R↘/R↗	—
Minor Transition to Back Side Control, Left	R↙/R↖	R↙/R↖	—
Major Transition to Back Mount—Both Hooks In	R↘/R↗/R↙/R↖	R↘/R↗/R↙/R↖	—
Major Transition to Back Mount—Body Triangle	R↘/R↗/R↙/R↖	R↘/R↗/R↙/R↖	BJJ Lv1
Minor Transition to North/South	LB + R↘/R↗/R↙/R↖	L1 + R↘/R↗/R↙/R↖	BJJ Lv2
Minor Transition to Side Control, Left	LB + R↘/R↗/R↙/R↖	L1 + R↘/R↗/R↙/R↖	Wrestling Lv1
Minor Transition to Side Control, Right	LB + R↘/R↗	L1 + R↘/R↗	Judo Lv3
Minor Transition to Side Control, Left	LB + R↙/R↖	L1 + R↙/R↖	Judo Lv3
Stand Up to Both Standing—Striking	♠	♠	—
Guillotine Choke	♥	♥	—

Sprawl Position Action List (Defense)

Command	Xbox 360	PS3	Restriction
Minor Transition to Open Guard	R↘/R↗/R↙/R↖	R↘/R↗/R↙/R↖	—
Major Transition to Both Standing—Striking	R↘/R↗/R↙/R↖	R↘/R↗/R↙/R↖	—
Minor Transition to Open Guard—Down	LB + R↘/R↗/R↙/R↖	L1 + R↘/R↗/R↙/R↖	BJJ Lv2
Minor Transition to Open Guard	LB + R↘/R↗/R↙/R↖	L1 + R↘/R↗/R↙/R↖	Wrestling Lv2
Pick Up and Slam to Side Control, Right	LB + R↘/R↗/R↙/R↖	L1 + R↘/R↗/R↙/R↖	Matt Hughes



UP/DOWN, NEAR

Up/Down, Near is a very self-descriptive position. One fighter is down on his back, the other fighter is up on his feet, and the two of them are near each other. In Up/Down, Near, the downed fighter is the disadvantaged one. However, it can be dangerous for the standing fighter to get too close, because his opponent can fight from his back with upkicks. If the offensive fighter backs off, it's an automatic transition to Up/Down, Far.

Additionally, BJJ fighters in Up/Down, Near (Defense) can make a grab for the offensive fighter's leg and attempt a Kneebar. Also, any defending fighter can try for a Triangle Choke.

Positions that Transition into Up/Down, Near (Offense)

- *Up/Down, Far (Offense)*

Positions that Transition into Up/Down, Near (Defense)

- *Up/Down, Far (Defense)*

Up/Down, Near (Offense) Transitions into These Positions

- *Open Guard—Down (Offense)*
- *Half Guard, Left—Down (Offense)*
- *Side Control, Left/Right (Offense)*
- *Up/Down, Far (Offense)*

Up/Down, Near (Defense) Transitions into These Positions

- *Both Standing (range depends on offensive fighter's distance)*
- *Up/Down, Far (Defense)*

Command	Xbox 360	PS3	Restriction
Left Straight	X	□	—
Right Straight	Y	△	—
Left Leg Kick	A	✕	—
Right Leg Kick	B	○	—
Left Straight to the Body	LT + X	L1 + □	—
Right Straight to the Body	LT + Y	L1 + △	—
Left Axe Kick to the Body	A	✕	Georges St-Pierre
Open Guard Enter	R→	R→	—
Half Guard—Down Enter	LT + R→	L1 + R→	—
Kneebar	↓R	↓R	—

Command	Xbox 360	PS3	Restriction
Left Struggle Punch	X	□	—
Right Struggle Punch	Y	△	—
Left Upkick	A	✕	—
Right Upkick	B	○	—
Left Kick to the Body	LT + A	L1 + ✕	—
Right Kick to the Body	LT + B	L1 + ○	—
Stand Up	R↘/R↗/R↙/R↖	R↘/R↗/R↙/R↖	—
Triangle Choke	LB + ↓R	L3 + ↓R	—
Kneebar	↓Y	↓R	BJJ Lv3

UP/DOWN, FAR

Up/Down, Far is almost the exact same position as Up/Down, Near, except that the fighters are farther away from each other. This position favors the offensive fighter, who can strike away at the downed fighter with much less risk of getting caught by a counter strike. However, it also gives the defensive fighter a better chance of getting to his feet, and there aren't any submissions or significant transitions available at this range.

When they're on the defensive in Up/Down, Far, Wrestlers can turn the tables on their opponents in a hurry with their technique-specific Stand Up to Shoot to Double Leg Takedown. If successful, the formerly offensive fighter winds up on his back and in Open Guard in one fluid move.

Command	Xbox 360	PS3	Restriction
Left Straight	X	□	—
Right Straight	Y	△	—
Left Leg Kick	A	✕	—
Right Leg Kick	B	○	—
Left Straight to the Body	LT + X	L1 + □	—
Right Straight to the Body	LT + Y	L1 + △	—
Left Straight to the Body	L→ + X	L→ + □	—
Right Straight to the Body	L→ + Y	L→ + △	—
Left Leg Kick	L→ + A	L→ + ✕	—
Right Leg Kick	L→ + B	L→ + ○	—
Left Hook to the Body	L→ + LT + X	L→ + L1 + □	—
Right Hook to the Body	L→ + LT + Y	L→ + L1 + △	—
Strong Left Leg Kick	L→ + LT + A	L→ + L1 + ✕	—
Strong Right Leg Kick	L→ + LT + B	L→ + L1 + ○	—
Left Sidesteping Jab	↑L + X	↑L + □	—
Right Sidestepping Jab	↓L + X	↓L + □	—
Backstepping Jab	←L + X	←L + □	—
Overhand Left to Open Guard Enter	Step + X	Step + □	—
Overhand Right to Open Guard Enter	Step + Y	Step + △	—
Left Snap Kick to the Legs	Step + A	Step + ✕	—
Right Snap Kick to the Legs	Step + B	Step + ○	—
Shoot to Guard Enter	LT + R→	L1 + R→	—

Positions that Transition into Up/Down, Far (Offense)

- *Open Guard (Offense)*
- *Open Guard—Full Posture (Offense) (Wrestling only)*
- *Open Guard—Down (Offense)*
- *Half Guard, Left/Right—Down (Offense)*
- *Mount—Down (Offense)*
- *Up/Down, Near (Offense)*

Positions that Transition into Up/Down, Far (Defense)

- *Both Standing—Probing (BJJ only)*
- *Both Standing—Striking (BJJ only)*
- *Both Standing—Clinch (BJJ only)*
- *Open Guard—Full Posture (Defense)*
- *Up/Down, Near (Defense)*

Up/Down, Far (Offense) Transitions into These Positions

- *Open Guard (Offense)*
- *Open Guard—Down (Offense)*
- *Up/Down, Near (Offense)*

Up/Down, Far (Defense) Transitions into These Positions

- *Both Standing*
- *Open Guard (Offense) (Wrestling only)*
- *Up/Down, Near (Defense)*

Command	Xbox 360	PS3	Restriction
Left Upkick to the Body	A	✕	—
Right Upkick to the Body	B	○	—
Left Leg Kick	LT + A	L1 + ✕	—
Right Leg Kick	LT + B	L1 + ○	—
Stand Up	R→	R→	—
Stand-Up to Back Step	R↘/R↗/R↙/R↖	R↘/R↗/R↙/R↖	—
Stand Up to Shoot to Double Leg Takedown	LT + R→ (during R→)	L1 + R→ (during R→)	Wrestling Lv2

CREATING THE ULTIMATE FIGHTER

UFC 2009 Undisputed features over 80 fighters across five weight classes, each of whom can be used in Exhibition Mode and online play. But if you want to play through Career Mode, you have to create your own unique fighter and take him through the ranks of his division.

There are two ways to create a fighter:

- **Create a Fighter Mode:** *Use the Create a Fighter Mode option on the Main menu to quickly whip up a fighter using a limited number of points, which you can spend to improve his skills and attributes. Fighters created via this method can be used only in Exhibition Mode and in online play.*
- **Career Mode:** *Entering Career Mode via the Main menu takes you to a fighter creation area that's identical to Create a Fighter Mode. However, the fighter you create in Career Mode can increase his stats and attributes by earning points in training and combat, allowing you to maximize your fighter's potential.*

GETTING STARTED

The first step in creating a fighter is deciding where to start the process:

- **New Fighter:** *The New Fighter option allows you to begin fighter creation from scratch. You start with a generic default model and no points assigned to stats or attributes.*
- **Load Fighter:** *Use the Load Fighter option if you want to modify an existing created fighter. You can edit a fighter previously created in Career Mode or Create a Fighter Mode.*
- **Fighter Templates:** *The Fighter Templates option provides more than a dozen sample fighters on which you can base your created fighter. Select a fighter that looks similar to the one you'd like to create to save yourself some work.*

Once you establish your starting point, it's time to go through the four steps of fighter creation:

- **Basic Information:** *The fighter's profile info (name, hometown, age, etc.), height, weight class, and physique.*
- **Fight Style/Attributes:** *The fighter's striking and grappling styles, attributes, and skills.*
- **Physical Appearance:** *The look of the fighter's body.*
- **Clothing/Equipment:** *The gear that the fighter wears in the Octagon.*

BASIC INFORMATION

There are three sub-categories in the Basic Information menu: General, Height/Weight, and Skin/Physique.

General

Here's where you give your fighter a first and last name, as well as one of several pre-defined nicknames that the Octagon announcer will use during the fight introduction. You can also select your fighter's hometown, the town he's currently fighting out of, and his age. The hometown you select dictates which country's flag is represented during your introduction.

Height/Weight

Use ● to determine your fighter's height and weight. Use ● / ● to make him taller or shorter, and ● / ● to make him lighter or heavier. Weights are predefined "optimal settings" for the selected weight class. Your fighter's height has no effect on his performance, but his weight determines the division in which he competes, as well as his maximum strength, speed, and cardio values, which are displayed in the screen's upper right corner.

Skin/Physique

There are three options in the Skin/Physique submenu. Skin Tone determines your fighter's skin color. Body Type is the fighter's muscular definition, and Face Type is the starting point for the fighter's facial features. You can refine these further in the Physical Appearance submenus.

FIGHT STYLE/ATTRIBUTES

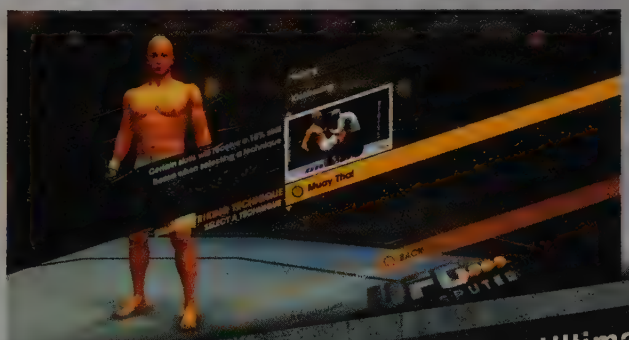
The Fight Style/Attributes menu is where you determine your fighter's striking and grappling techniques, attributes, and skills.

Techniques

Each fighter has one striking technique and one grappling technique. For more detail on these techniques, refer to this guide's preceding chapter, "Training Camp."

In the standalone Create a Fighter mode, certain skills receive a 15% bonus depending on the techniques you select. In Career mode, you must raise your fighter skills through Camp Invites. The skill bonuses are applied as follows:

Technique	Bonus Applied To
Boxing	StandingStriking Offense/Defense
Kickboxing	Standing Kicks Offense/Defense
Muay Thai	Standing Kicks Offense/Defense
Wrestling	Takedown Offense/Defense
BJJ	Submission Offense/Defense
Judo	Clinch Grapple Offense/Defense



Attributes

Three attributes represent your fighter's physical abilities:

- **Strength:** *Enhances the damage inflicted by strikes and influences the fighter's ability to prevail when struggling agaisnt an opponent (for example, during a takedown or in a submission hold).*
- **Speed:** *The quickness of the fighter's attacks and movements. It's harder to counter and land attacks against faster fighters.*
- **Cardio:** *The fighter's physical endurance. High cardio means greater stamina, allowing the fighter to perform at a higher level later in the fight.*

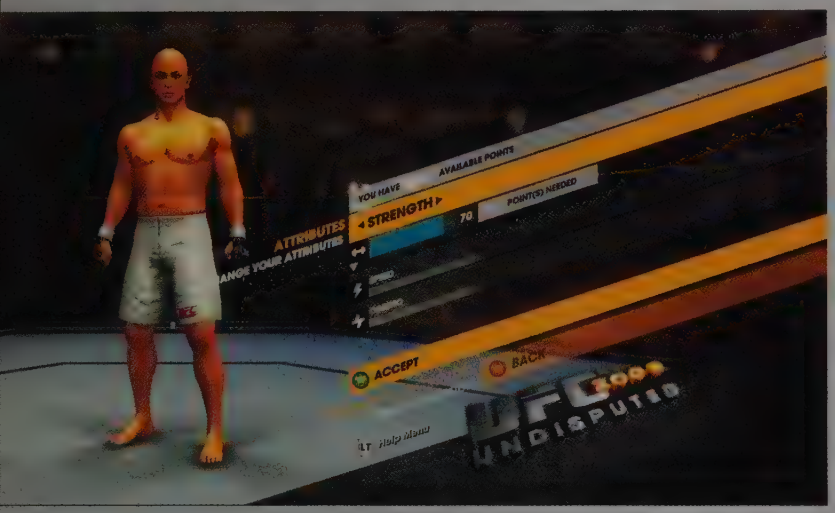
You start with a pool of 1560 attribute points to divvy up between the three attributes. Increasing attributes is initially inexpensive, but the higher you raise an attribute, the more points it costs.

Attribute Point Costs

Attribute Level	Cost of Additional Points
1-29	5 points
30-59	10 points
60-69	15 points
70-79	25 points

Attribute Point Costs

Attribute Level	Cost of Additional Points
80-89	40 points
90-94	60 points
95-99	80 points



UFC Q&A: THIAGO ALVES

Q: How did you get started in martial arts? How old were you, and what discipline did you start with? The wide gamut of your Muay Thai fans that:

A: "I got into martial arts by watching a lot of Bruce Lee and Jean Claude Van Damme as a kid. I started training Muay Thai at 13 years old. Bruce Lee, Jean Claude Van Damme, and Wanderlei Silva were some of my heroes that inspired me."

Q: What attracted you to other martial arts and formal competition? And now, in the UFC, what is your favorite part of facing off against another fighter in the Octagon?

A: "I fell in love with martial arts as a kid, and one thing just naturally led to another. I constantly was looking for new ways to challenge myself, and now I get to showcase my skills in the ultimate proving grounds, the Octagon."

Fighter Skills

Sixteen different fighter skills determine a fighter's proficiency in various situations. Eight are offensive skills, and eight are their defensive counterparts.

The offensive rating determines how successful a given category of attack is when the fighter properly executes it: how hard a strike hits, how effective a takedown is, and so on. The defensive rating represents the fighter's ability to resist a given category of attacks: avoid getting taken down, absorb damage from strikes, and so forth.

- **Standing Strikes:** *Jabs, uppercuts, hooks, back fists, and all other punches.*
- **Standing Kicks:** *All forms of leg attacks, including leg kicks, head kicks, body kicks, and knees.*
- **Clinch Striking:** *Any striking attack performed in a clinch, such as knees, elbows, and hooks.*
- **Ground Striking:** *Strikes performed while on the ground against an opponent in a disadvantaged position, including punches, elbows, and hammerfists.*
- **Clinch Grapple:** *Takedown attempts performed from within a clinch, resulting in the attacker putting the defender in a disadvantaged position.*
- **Takedown:** *Takedown attempts performed from a standing position (i.e., shooting for the takedown).*
- **Ground Grapple:** *The process of advancing a fighter's advantaged position to posture up on the disadvantaged fighter.*
- **Submission:** *Any submission attempt, including kneebars, kimuras, and chokes.*

You start with 3024 points, which you can spend to improve each of the 16 skills. As with the attributes, each skill costs more points to improve the further you improve it.

Skill Level	Cost of Additional Points
1-29	1 point
30-49	3 points
50-59	5 points
60-69	10 points
70-79	25 points
80-89	40 points
90-99	70 points

PHYSICAL APPEARANCE

The Physical Appearance menu contains everything you need to define the look of your fighter's body. None of these options has any effect on your fighter's performance, so don't worry about anything except getting the look you want.

Dozens of customization options are available, and navigating the submenus can be challenging. The following menu trees should help:

Hair/Facial Hair

This submenu contains all of your options for your fighter's head, facial and body hair:

Head Hair
- *Hair Style*
- *Sideburns*
- *Mustache*
- *Beard*
- *5 O'Clock Shadow*

Head Hair Colors
- *Hair Color*
- *Sideburns Color*
- *Mustache Color*
- *Beard Color*
- *5 O'Clock Shadow Color*

Body Hair/Hair Color
- *Body Hair Type*
- *Thickness*
- *Body Hair Color*

Head/Brow

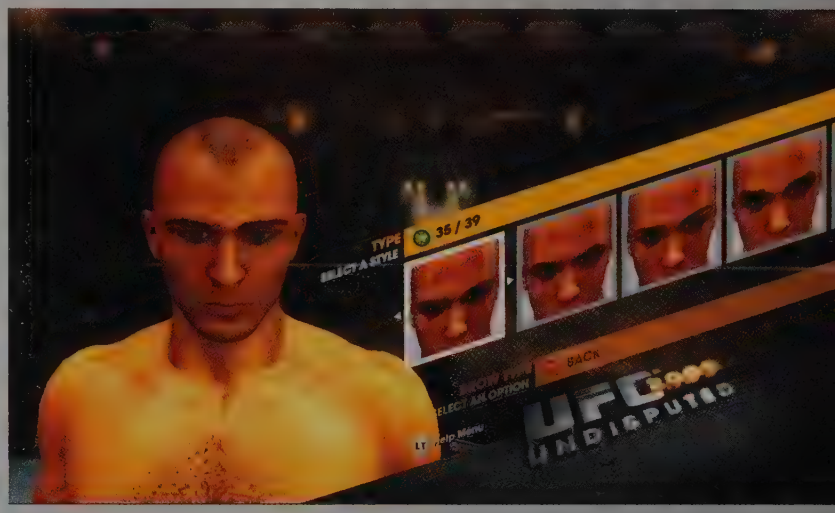
The Head/Brow submenu determines the overall shape and size of the eyebrows, as well as their color and thickness.

Head

Crown

Brow Type

Brow Width/Size



Eyes/Nose

In this submenu, you'll find settings for the shape, size, and color of your fighter's eyes and nose.

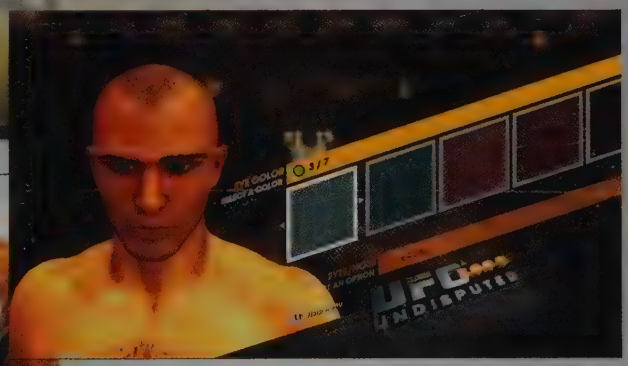
Eye Color

Eye Shape/Rotation

Eye Size/Placement

Nose Size

Nostril/Angle



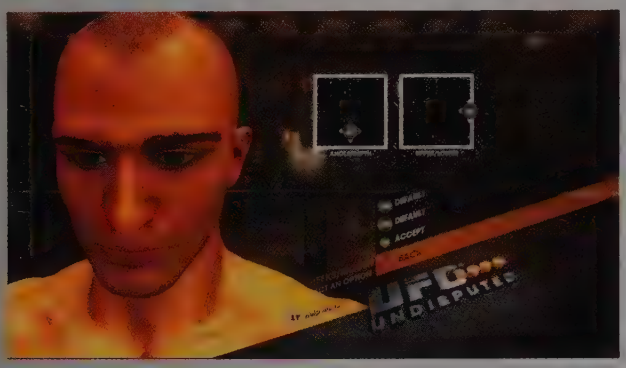
Cheeks/Mouth

Use the following submenus to define the size and shape of your fighter's cheeks and mouth.

Cheeks

Mouth Size/Rotation

Mouth Angle/Placement



Jaw/Ears

These options determine the size and shape of your fighter's jaw and ears. It even has options for cauliflower ears!

Jaw Size/Depth

Jaw Length/Thickness

Ear Damage/Condition
- *Left Ear*
- *Right Ear*

Ear Size/Rotation

Extra

The Extra submenu contains a variety of facial markings, scars, and skin tones to further distinguish your fighter's appearance.

UFC Q&A: KENNY FLORIAN

Q: How did you get started in martial arts? Who were some of your heroes?

A: "I got started in the martial arts around 10 years old, and started training in Kempo karate and kung fu. Also did some training with my dad, who is a black belt in judo. Bruce Lee was my big inspiration and hero. Watching martial arts movies and having a lot of brothers to mess around with was fun."

Q: What attracted you to mixed martial arts and formal competition? What's your favorite part of fighting at in the Octagon?

A: "I first began training seriously in Brazilian Jiu-Jitsu because of the success of Royce Gracie in the early UFC. I enjoy the search for perfection in MMA. To execute the perfect takedown, punch, or kick is what excites me most. I enjoy training and testing myself against the very best MMA fighters in the world. Through training and competing, you find that there are no limits to what you can achieve."

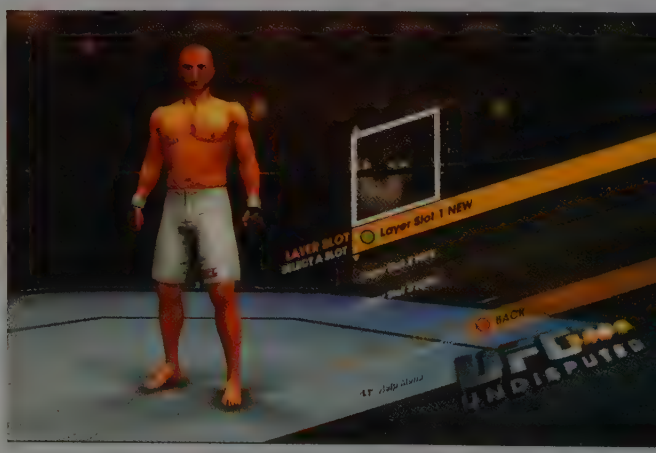
Tattoos

Use the Tattoos submenu to apply up to 10 different tattoos on your fighter. Start by selecting a layer slot, and then use the following layer options:

- **Modify Layer:** *Create or edit the tattoo.*
- **Apply Layer:** *Add the tattoo to your fighter.*
- **Remove Layer:** *Remove the tattoo from your fighter.*
- **Copy Layer:** *Duplicate the tattoo in a blank layer slot.*
- **Move Layer:** *Move the tattoo to a different layer slot; lower layer slot numbers overlay higher slot numbers.*

Delete Layer: *Permanently delete the tattoo and free up the layer slot.*

Once you choose the layer slot, select the body location where you want to place it.



With the location chosen, it's time to determine the type of image. "Art" tattoos are illustrations, and "Character" tattoos are words or letters. If you add a Character tattoo to your fighter, you cannot use him in online play.

After you choose the tattoo image, you can use a variety of modification options to further customize it:

- **Select Location:** *Move the tattoo to a specific area of the body part you selected previously.*
- **Select Size:** *Determine the size of the tattoo.*
- **Select Rotation:** *Turn the tattoo in 90-degree increments.*
- **Vertical Reversal:** *Flip the tattoo upside-down.*
- **Horizontal Reversal:** *Flip the tattoo so that it's a mirror image of its original appearance.*
- **Finished:** *Select this to finalize the tattoo and return to the Layer Slot submenu.*

CLOTHING/EQUIPMENT

The Clothing/Equipment options allow you to select and customize your fighter's gear. All fighters must wear trunks and a mouthpiece. Knee supporters and ankle supporters are optional. Use the following menu tree to navigate the Clothing/Equipment submenus:

Trunks
- *Custom Trunks*
- *Long*
- *Long—Slit Type A*
- *Long—Slit Type B*
- *Medium*
- *Short*
- *Very Short*

Mouthpiece

Knee Supporter
- *Location*
  - *Left Knee*
  - *Right Knee*
- *Color*

Ankle Supporter
- *Location*
  - *Left Ankle*
  - *Right Ankle*
- *Color*

UFC

Brands

You can add brands to many of your Clothing/Equipment options. If you haven't played through Career Mode yet, you're restricted to the UFC brand or no brand at all. As you progress through Career Mode, you unlock new brands in the Clothing/Equipment submenus. See the next chapter of this guide for more information on Career Mode.

FINALIZING YOUR FIGHTER

When you're done customizing your fighter, choose the "Finished" option on the Create a Fighter menu. You then take a photograph of your fighter, which is used in the Exhibition Mode's Select Fighters menu, the Career Mode's Status menu, and the Tale of the Tape screen. Once you take the photo, your fighter is automatically saved to your storage device and is ready for use!

UFC Q&A: MIKE SWICK

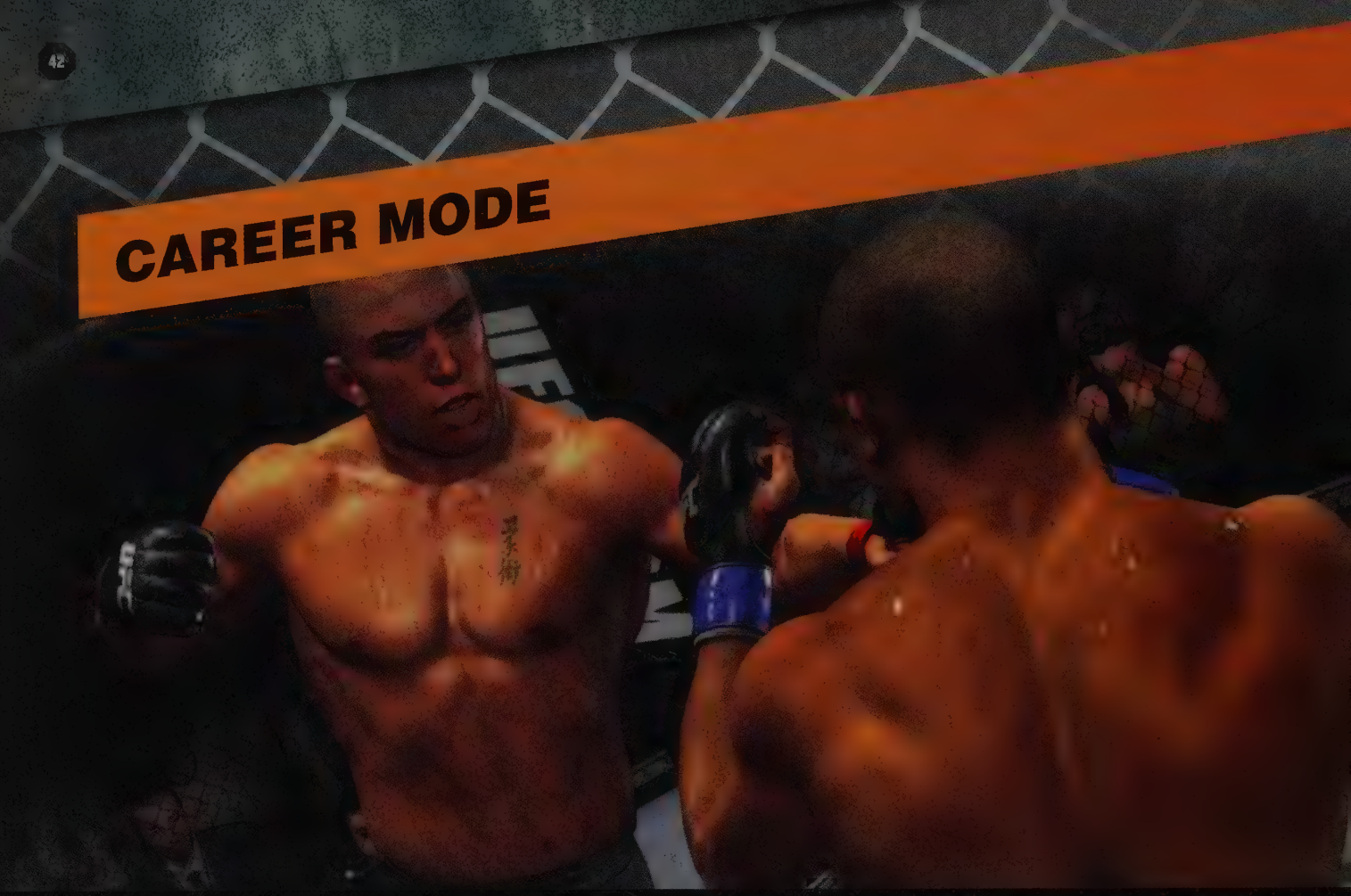
Q: How did you get started in martial arts? Who were some of your heroes?

A: "I started in martial arts when I was 8 years old. The first discipline I studied was Tae-Kwon-Do. I looked up to martial artists like Bruce Lee and Chuck Norris."

Q: How prepared you be mixed martial arts and formal competition? What's your favorite part of fighting off in the Octagon?

A: "The UFC is what first attracted me to MMA. When I saw the first UFC events, I knew the guys who won these types of fights were truly the best fighters in the world."

CAREER MODE



So, you want to rise through the ranks of the UFC, huh? Well, take a number. There are plenty of UFC fighters in each division, all of them hungry for a taste of championship gold, not to mention a number of curtain-jerkers who will never make it onto TV. They all want the same thing you do, and each one of them will shed every drop of blood and sweat in their bodies to keep you from taking it.

Still want to hang with the greatest fighters in mixed martial arts? Then welcome to Career Mode.

CREATING A FIGHTER

When you first begin Career Mode, you must create a fighter. You can have only one active career at a time, but you can "retire" a fighter to start a new career with a new fighter (see "Retirement" at the end of this chapter). A career lasts for seven in-game years, at which point the player's fighter is either inducted into the Hall of Fame or forced to retire at the conclusion of his contract. When selecting an age for the newly created fighter, regardless of the selected age, a Career mode play-through cannot exceed seven years, and age has no effect on a fighter's stats/attributes or earning potential.

Creating a fighter in Career Mode is identical to creating a fighter in Crate a Fighter Mode, except that none of his skills or attributes can be above 30 when you start Career Mode.

If you want to use a previously created fighter, choose the "Copy Fighter" option from the Create menu and import the existing fighter data. Attribute and skill values must be reset for Career Mode, and any unlocked fighting gear or logos do not transfer to the new version of the fighter.

UFC Q&A: NATE MARQUARDT

Q: How did you get started in martial arts? Who were some of your heroes?

A: "I was 15 yrs old. I started with Karate and Brazilian Jiu-Jitsu. I was inspired watching Royce Gracie, as well as many other fighters. Also, watching movies like *Rocky I-IV*, *The Karate Kid*, and *The Kickboxer* inspired me."

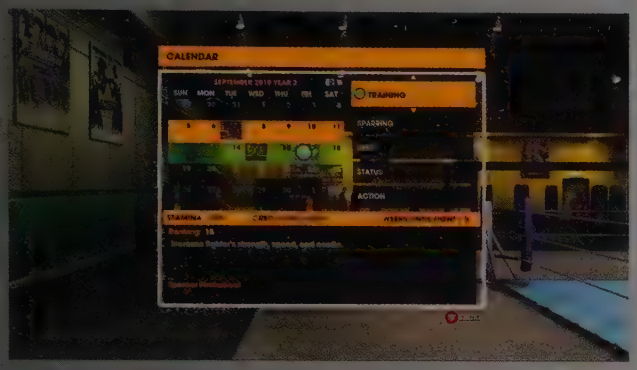
Q: What attracted you to mixed martial arts and formal competition? What's your favorite part of facing off in the Octagon?

A: "I was always a competitor. I loved competition wherever I could find it. I love the excitement of training for months to fight one man on a specific night. I love the cheers from the fans, and I love punching my opponent in his face."

CALENDAR

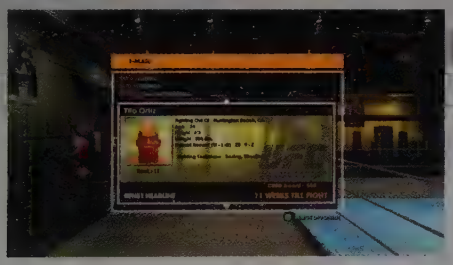
Every action that you can take in Career Mode is accessed through—and scheduled on—your calendar. Keep a close eye on it and be aware of upcoming commitments to make sure that you're prepared for them.

You can take only one action in a calendar week. Actions include fights, training sessions, sparring sessions, camp invitations, rest, and UFC activities.



ACCEPTING FIGHTS

Your upcoming fights are the most important events on your calendar. You can have only one scheduled fight at a time. After you complete a fight (win or lose), you receive an email from UFC matchmaker Joe Silva that details your next fight. Once you accept the fight, the week of the fight is blocked out with a colored bar on your calendar, and a "Weeks Until Fight" counter starts ticking down on the calendar.



Unlike every other scheduled event that you can commit to, you cannot decide to back out of a fight at the last minute. And it's a good thing, too, because you probably wouldn't have much of a UFC career left if you did.

Last-Minute Substitutions

Mixed martial arts is an intense and physical sport, and sometimes fighters injure themselves in training. Your fighter doesn't have to worry about this. But when another fighter gets injured, UFC President Dana White drops you a line, asking if you'd do him a favor by stepping in as a substitute on short notice.

There's never any penalty for refusing the boss, but if you accept the offer and win the fight, you'll earn bonus Cred for taking the fight without much time to prepare for it. This also cancels your currently scheduled fight, so if you're really looking forward to facing that opponent, you should find a polite way to turn down Dana's invitation.

IMPROVING YOUR FIGHTER

When you first begin Career Mode, your fledgling fighter isn't even close to championship material. Fortunately, there are three ways to improve your fighter over the course of his career.

Training

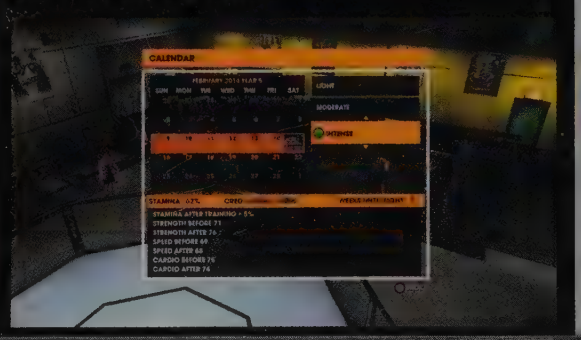
Your fighter's gym comes equipped with a weight bench, a speed bag, and a treadmill. You can use each of these items to improve your fighter's strength, speed, and cardio attributes, respectively. You can train only one attribute in a week, and you have to choose between a light workout (minor improvement at a low stamina cost), a moderate workout, or an intense workout (big improvement that eats up a lot of stamina).

As you advance through the UFC ranks, you unlock bigger and better training equipment that boosts your fighter's stats more efficiently. For more information on higher-level hardware, see the "Unlocks" section of this chapter.

UFC

Reaching Your Limits

Once you start getting into the 70s on your attribute scores, you'll notice that you can't improve one without lowering the other two. At this point, it's time to decide where your area of focus will be. Do you want to excel in strength or be quick and agile? The choice is up to you!



UFC Q&A: MIKE SWICK

Q: Who are some of the most effective fighters you've trained with, and what have you learned from them?

A: "I am lucky enough to train with an amazingly talented group of fighters at AKA in San Jose, CA. I wouldn't be where I am today without the team we have. My coaches are Bob Cook, Javier Mendez, Dave Camarillo, and Wheetsie Mata. My teammates include Josh Koscheck, Jon Fitch, Josh Thomson, Cain Valasquez, Paul Buentello, Pat Miniham, Luke Rockhold, Trevor Prangley, Davin Clark, and many other very talented up-and-comers."

Sparring

To improve your fighter's skills, you have to spar with a training partner in a short session inside a ring, and later, an Octagon of your own. Your performance during these full-contact scrimmages determines how many points you can assign to your skills after the sparring session. Minor attacks like punches and kicks score few points individually, but taking down, rocking, and submitting your tackling dummy—er, sparring partner—earn big points.

Your sparring partner also earns points for his performance in the session, and your base point total is determined by the difference between your score and his. So, not only should you land powerful attacks quickly, you must also avoid getting hit if you want to maximize your point total.

Finally, two modifiers affect your final point total:

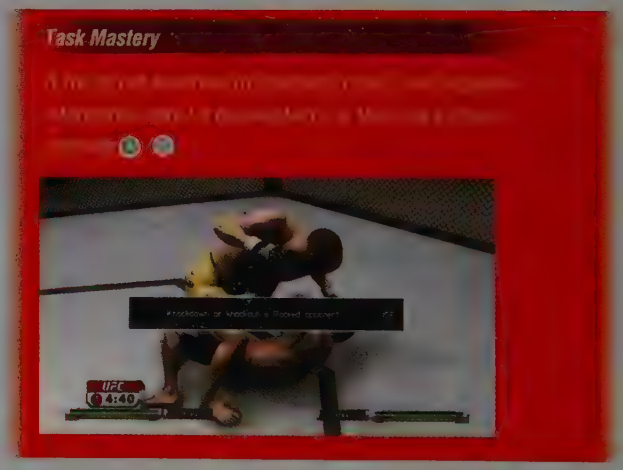
The first is your sparring partner's level. When you first start your career, you have a level-1 partner. Over time, you unlock better partners who are harder to score points on, but their higher level multiplies the points that you earn. Plus, as your competition gets tougher, so should your training.

The second modifier is the stamina with which you enter the training session. The better rested your fighter is, the higher the multiplier total. Not only does an exhausted fighter lack the energy to perform well in a sparring session, his low stamina reduces the number of points he earns from his performance. For this reason, you should always come into a sparring session with at least 80% stamina to avoid being penalized for low stamina. A stamina of 90-100% actually earns you a point bonus at the end of the sparring session.

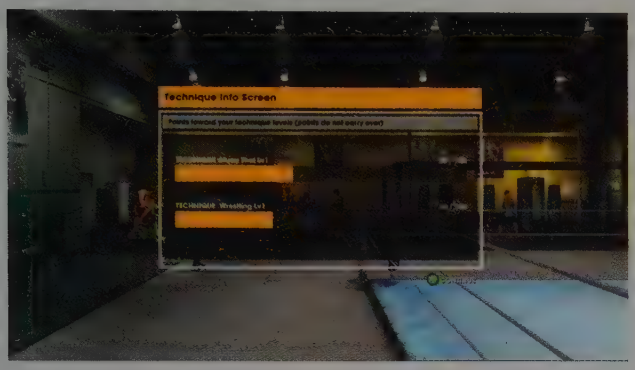
Camp Invites

The third way to improve your fighter is by accepting invitations to various training camps and practicing with their trainers. When you begin Career Mode, both your striking and grappling techniques are at level 1, which means that level-2 and level-3 moves are not available to you immediately. Accepting and attending camp invitations gives you the opportunity to level up your techniques and gain access to advanced moves.

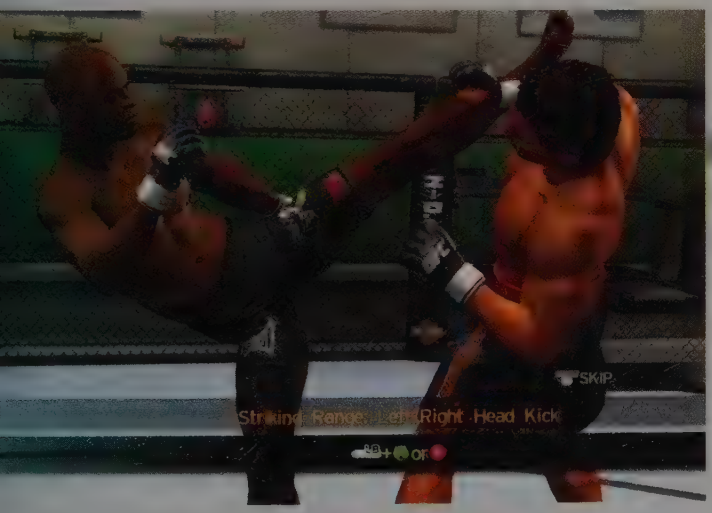
To level up your techniques, choose "Tasks" from the Camp menu. You can view the Task List to see what's required of you, or you can jump straight into the sparring session (you can view the Task List at any time from the Pause menu). Perform the objectives listed in the Task List to earn points toward leveling up your fighting techniques.



You don't have to complete all of them to earn points; each completed task gives you 10 points toward technique advancement. Earning another level in a technique requires 150 points, which means that you must make multiple visits to camps in order to level up. Training with a camp repeatedly eventually allows you to wear their logo into the Octagon, which earns you additional Cred for every fight in which you compete. For more information, see the "Unlocks" and "Credibility (Cred)" sections of this chapter.



Camp invites have another valuable purpose: You can see complex technique-specific moves performed by the camp's fighters and learn how to execute them. Each time you level up a technique, be sure to check out the new techniques during your next camp invite by selecting "Learn" from the Camp menu.



UFC

Can't Camp?

Whenever you complete a camp invite, you're offered the chance to schedule another one. You should always do so, because you can choose to train, spar, or rest instead of attending any camp invite, and you'll have another chance to reschedule it if you need to.

UFC ACTIVITIES

Jennie Stratton arranges promotional activities for UFC fighters who are willing to give up a week's worth of training time to help promote the UFC—and themselves. Typical activities include:

- *Autograph signings*
- *Photoshoots for sponsors*
- *Interviews with UFC.com*
- *Filming instructional videos*
- *Magazine interviews*
- *Radio interviews*
- *Television interviews*
- *Attending UFC Fight Night*

In exchange for your willingness to be an ambassador for the UFC, you also raise your profile in the eyes of the fans and earn Cred for your efforts. The bigger the event, the more Cred you earn. The Cred value for each activity is listed in the invitation email that you get from Jennie, so you can decide if it's worth giving up a chance to train or rest.

UFC

Sorry, Jennie, I've Got a Thing

There's no reason to decline any activity invitation that Jennie sends you, because you can always choose not to carry them out when the time comes. You don't earn the Cred that you would have earned from performing the activity, but you're not penalized in any way for skipping it either.

STAMINA

Any fighter will tell you that you can't just train nonstop and expect to compete at a high level, and your fighter is no exception to this rule. In Career Mode, you have to keep an eye on your fighter's stamina, which is always displayed as a percentage on your calendar.

Think of stamina as a modifier to your fighter's cardio attribute. When you enter a fight or sparring session, your fighter's maximum energy is his cardio attribute multiplied by his stamina percentage. For example, if your fighter has a cardio attribute of 80 but only 50% stamina, his effective cardio in the fight drops to 40, which drastically reduces his maximum energy.

Losing Stamina

Improving your skills, attributes, or fighting techniques costs your fighter stamina, and the stamina cost is always displayed on the calendar before you commit to the activity. Your trainer will not let you undertake any training sessions that cost more stamina than you currently have.

Fights also cost you stamina, but the amount is determined by the amount of damage you take in the fight. If you survive the fight relatively unscathed, you'll come out of it with most of your stamina intact. If you get pummeled into hamburger, your stamina will be rock-bottom when you return to the gym.

UFC activities don't come with a stamina cost.

Rest

When your fighter's stamina starts getting low, it's time to give him the week off by choosing the "Rest" option from the Calendar menu. A week spent resting recovers approximately 50% of your stamina (depending on your cardio attribute), but it's a week that you can't spend improving your fighter in any other way.

Don't Overtrain

EMAIL

Email is accessed through the Career Mode Main menu, or by pressing ⊗ / ◉ on the Calendar menu when a new message arrives. There are three categories of emails, each sorted into a different folder in the Email menu.

Newsletters

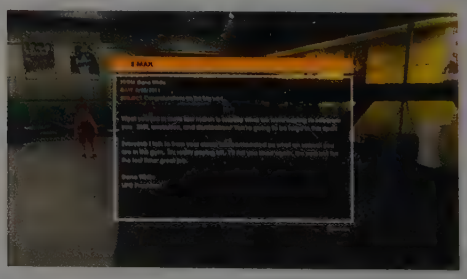
Newsletter emails keep you abreast of what's going on in the UFC and how it affects your fighter. Most of them are recaps of the week's UFC events, listing the winners and losers of the bouts. The rest are short news articles about your opponents' preparations for your upcoming fight or their reactions to the one you just fought with them.

Matchmaking

You usually don't have to go to the Email menu to view these messages, as they're important enough to be displayed automatically when they arrive. All of these messages are either from Joe Silva, who always schedules your next match, or Dana White, who tries to get you to fill in for an injured fighter on short notice.

Professional

The third category of emails includes invitations to partake in UFC activities, bulletins from your trainer about new sparring partners and equipment, and notifications of newly unlocked sponsor and camp logos. Every now and then, Dana White drops you a line as well, complimenting you on a well-fought victory or chewing you out for a particularly one-sided loss.



CREDIBILITY (CRED)

Cred is the currency of Career Mode. It's the only thing that truly matters—the credibility that you've earned in the eyes of the fans and your fellow fighters.

EARNING CRED

Winning fights, displaying camp and sponsor logos, and representing the UFC outside of the Octagon are all ways you can earn Cred.

Winning Fights

Obviously, running up a whole lot of wins and very few losses is a surefire way to earn Cred. There are four ways to earn Cred in a fight:

Fight Signed

You earn a predetermined amount of Cred just for showing up to the fight. This number is always displayed when you accept a fight, so you know that you're at least guaranteed to earn this amount.

Performance Bonus

If you win the fight, you earn this additional Cred as a bonus. The more dominant your victory, the bigger your bonus.

Fight Award Bonus

A particularly well-fought fight earns special honors, such as Submission of the Night or Fight of the Night. If you win one of these awards, you get an extra chunk of Cred to go along with it.

Sponsorship Bonus

In some cases, clothes really do make the man—or, at least, the logos on his clothes do. The sponsor and camp logos that you unlock and add to your fighter's trunks (via the "Customize Fighter" option on the Career Mode Main menu) earn you bonus Cred whether or not you win the fight.

UFC Activities

As we mentioned previously, committing to UFC activities, such as interviews and autograph signings—and then showing up for them—earns you an amount of Cred proportionate to the size of the event. When Jennie emails you with an activity offer, she always includes the amount of Cred you can expect to earn by performing it.

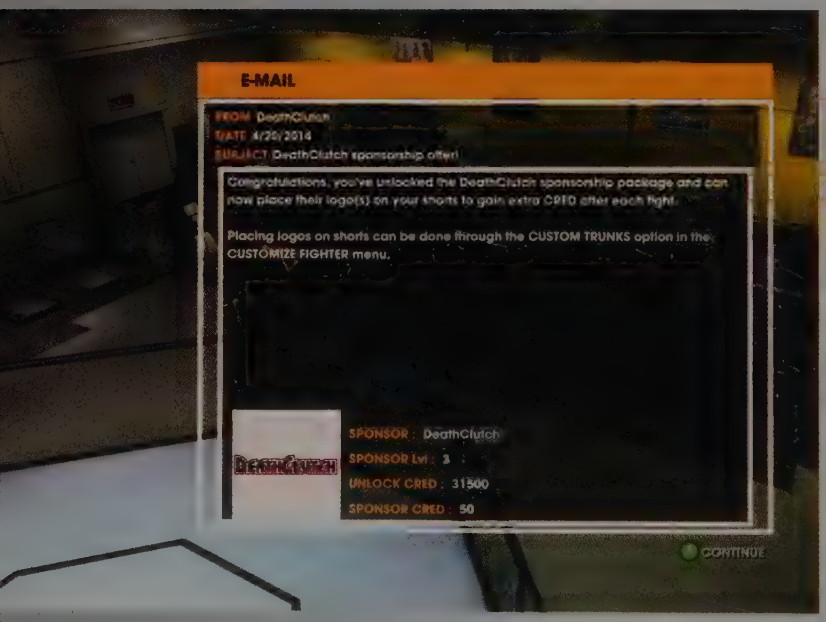
UNLOCKS

Cred isn't spent like money. It's accumulated like experience points. As you earn more and more Cred, additional features are automatically unlocked for use in Career Mode.

Sponsor Logos

Sponsorship is a two-way street in the UFC. A great fighter who wears a sponsor's logo lends credibility to that sponsor, but some sponsors are so well established that forming a sponsorship agreement gives that fighter Cred in the eyes of the mixed martial arts world.

Sponsor logos are unlocked by earning enough Cred to prove that you're worthy of wearing the logo. Wearing the logo on your trunks earns you additional Cred during fights. The higher a sponsor's level, the more Cred you earn from wearing their logo in a fight.



Sponsor Logos	Requirements
Yuke's (Level-1 Sponsor)	n/a
THQ (Level-2 Sponsor)	n/a
Random Level-1 Sponsor	1500 Cred
Random Level-1 Sponsor	3000 Cred
Random Level-1 Sponsor	4500 Cred
Random Level-1 Sponsor	6000 Cred
Random Level-1 Sponsor	7500 Cred
Random Level-1 Sponsor	9000 Cred
Random Level-1 Sponsor	10,500 Cred
Random Level-1 Sponsor	12,000 Cred
Random Level-1 Sponsor	13,500 Cred
Random Level-1 Sponsor	15,000 Cred
Random Level-2 Sponsor	17,000 Cred
Random Level-2 Sponsor	19,000 Cred
Random Level-2 Sponsor	21,000 Cred
Random Level-2 Sponsor	23,000 Cred
Random Level-2 Sponsor	25,000 Cred
Random Level-2 Sponsor	27,000 Cred
Random Level-2 Sponsor	29,000 Cred
Random Level-2 Sponsor	31,000 Cred
Random Level-2 Sponsor	33,000 Cred

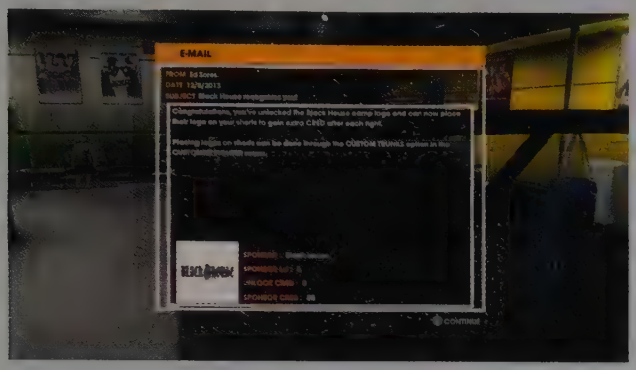
Sponsor Logos	Requirements
Random Level-2 Sponsor	35,000 Cred
Random Level-3 Sponsor	37,500 Cred
Random Level-3 Sponsor	40,000 Cred
Random Level-3 Sponsor	42,500 Cred
Random Level-3 Sponsor	45,000 Cred
Random Level-3 Sponsor	47,500 Cred
Random Level-3 Sponsor	50,000 Cred
Random Level-3 Sponsor	52,500 Cred
Random Level-3 Sponsor	55,000 Cred
Random Level-3 Sponsor	57,500 Cred
Random Level-3 Sponsor	60,000 Cred
Random Level-4 Sponsor	63,000 Cred
Random Level-4 Sponsor	66,000 Cred
Random Level-4 Sponsor	69,000 Cred
Random Level-4 Sponsor	72,000 Cred
Random Level-4 Sponsor	75,000 Cred
Random Level-5 Sponsor	78,500 Cred
Random Level-5 Sponsor	82,000 Cred
Random Level-5 Sponsor	85,500 Cred
Random Level-5 Sponsor	89,000 Cred
Random Level-5 Sponsor	92,500 Cred

Sponsors

- Yuke's (Level 1)
- Viral (Level 1)
- Ultor Unlimited (Level 1)
- Wondermart (Level 1)
- XXYY (Level 1)
- Urban Predator (Level 1)
- Akustics (Level 1)
- Metabolic Adaptation (Level 1)
- FYT (Level 1)
- Take A Nap (Level 1)
- THQ (Level 2)
- Rumble Fight Wear (Level 2)
- Microtech (Level 2)
- Nuvasive (Level 2)
- Sucker Punch (Level 2)
- AND 1 (Level 2)
- NOGI (Level 2)
- OTM (Level 2)
- One More Round (Level 2)
- Headblade (Level 2)
- Premier Fighter (Level 3)
- Death Clutch (Level 3)
- Hitman (Level 3)
- Xyience (Level 3)
- Fairtex (Level 3)
- RVCA (Level 3)
- Toe2Toe (Level 3)
- Pain-Inc (Level 3)
- Clinch Gear (Level 3)
- Skin Industries (Level 3)
- Harley Davidson (Level 4)
- Hostility (Level 4)
- American Fighter (Level 4)
- Hayabusa Fight Wear (Level 4)
- Sinister (Level 4)
- Conquest (Level 5)
- MMA Warehouse (Level 5)
- Warrior International (Level 5)
- Sprawl (Level 5)
- Tapout (Level 5)

Camp Logos

After you attend five invites from a particular camp, that camp allows you to represent it by wearing its logo on your trunks. Like sponsor logos, camp logos lend credibility to fighters who have earned the right to display their affiliation with them. Wearing a prestigious camp's logo on your trunks in a fight earns you additional Cred at fight's end.



Camp Logos	Requirements
40K's Kickboxing Academy	Attend 5 Camp Invites with 40K's Kickboxing Academy
Alliance MMA	Attend 5 Camp Invites with Alliance MMA
American Top Team	Attend 5 Camp Invites with American Top Team
Brazilian Top Team	Attend 5 Camp Invites with Brazilian Top Team
Cesar Gracie Jiu-Jitsu	Attend 5 Camp Invites with Cesar Gracie Jiu-Jitsu
Black House	Attend 5 Camp Invites with Black House
Team Takedown	Attend 5 Camp Invites with Team Takedown
Extreme MMA	Attend 5 Camp Invites with Extreme MMA
Greg Jackson's	Attend 5 Camp Invites with Greg Jackson's
HIT Squad	Attend 5 Camp Invites with HIT Squad
Team Noguiera	Attend 5 Camp Invites with Team Noguiera MMA
Minnesota MMA	Attend 5 Camp Invites with Minnesota MMA
Serra Jiu-Jitsu	Attend 5 Camp Invites with Serra Jiu-Jitsu
Sityodtong USA	Attend 5 Camp Invites with Sityodtong USA
Team Link	Attend 5 Camp Invites with Team Link
Team Penn	Attend 5 Camp Invites with Team Penn
Team Quest	Attend 5 Camp Invites with Team Quest
The Pit	Attend 5 Camp Invites with The Pit
10th Planet Jiu-Jitsu	Attend 5 Camp Invites with 10th Planet Jiu-Jitsu
Team Militant	Attend 5 Camp Invites with Team Militant

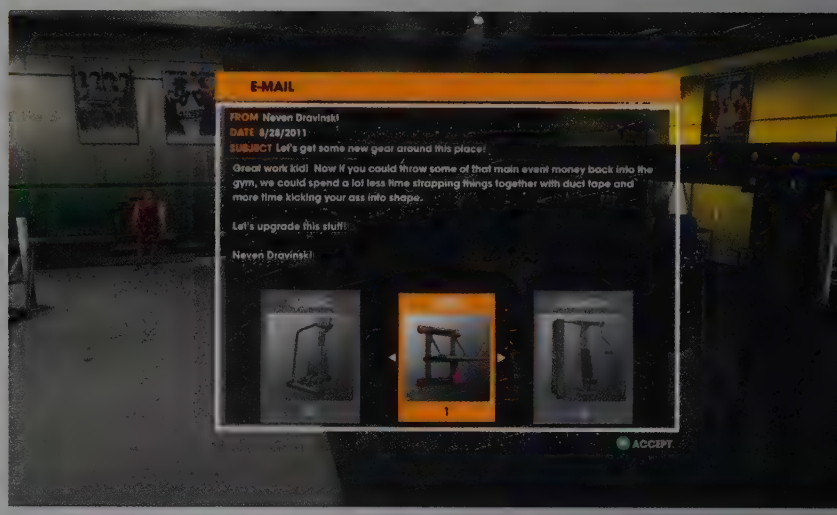
UFC Q&A: KENNY FLORIAN

Q: Who are some of the most effective fighters you've trained with, and what have you learned from them?

A: "I have had the honor of training with many great fighters in my career. To name just a few, I have trained with Chuck Liddell, Randy Couture, Georges St-Pierre, and BJ Penn. Each fighter has taught me many things, from the technical aspects to the mental aspects."

Training Equipment

When you first begin Career Mode, your gym has only level-1 strength, speed, and cardio equipment, along with a ratty boxing ring in which to spar. As you earn Cred, you unlock better training equipment that boosts your attributes even more with each training session. There's one exception: upgrading the boxing ring to an Octagon is purely an aesthetic upgrade and has no effect on your sparring.



UFC Q&A: FRANK MIR

Q: Who are some of the most effective fighters you've trained with, and what have you learned from them?

A: "Randy Couture showed good ring generalship. Miguel Torres has great killer instincts, always looking for a finish, and his work ethic has influenced me greatly."

Gym Equipment	Requirements
Boxing Ring	n/a
All Level-1 Training Equipment	n/a
Level-2 Training Equipment of your choice	2400 Cred
Level-2 Training Equipment of your choice	9150 Cred
Level-2 Training Equipment of your choice	12,900 Cred
Level-3 Training Equipment of your choice	20,400 Cred
Level-3 Training Equipment of your choice	27,900 Cred
Level-3 Training Equipment of your choice	35,400 Cred
Octagon Cage	25,000 Cred
Full-Size Octagon Cage	50,000 Cred

Training Equipment

- *Level-1 Strength Equipment*
- *Level-1 Speed Equipment*
- *Level-1 Cardio Equipment*
- *Level-2 Strength Equipment*
- *Level-2 Speed Equipment*
- *Level-2 Cardio Equipment*
- *Level-3 Strength Equipment*
- *Level-3 Speed Equipment*
- *Level-3 Cardio Equipment*

Sparring Partners

The level of your sparring partner modifies the number of skill points you earn from sparring. Low-level partners penalize your point total, while high-level partners award you a bonus. New partners are automatically unlocked and added to your sparring sessions as you earn the required amount of Cred.

Sparring Partners	Requirements	Skill Drain Penalty
Level-1 Sparring Partner	Default	50%
Level-2 Sparring Partner	6210 Cred	75%
Level-3 Sparring Partner	19,150 Cred	100%
Level-4 Sparring Partner	27,780 Cred	125%
Level-5 Sparring Partner	45,030 Cred	150%

CLIMBING THE DIVISION RANKS

You can compete in only one UFC division during your career. Each division has 25 fighters in it. The division champion is ranked number one, and everyone else comes underneath him. You must be a high-ranked fighter to earn a title shot.

RANKING

Select the "Ranking" option from the Career Mode Main menu to view all of the fighters in the division and their current rankings. To the right of each fighter's name is a column that indicates whether his ranking has recently gone up, gone down, or stayed the same.

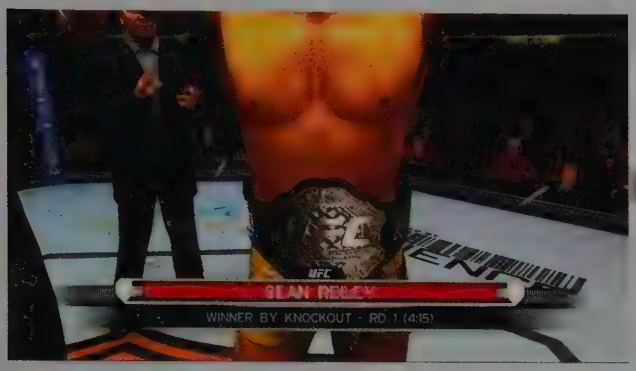
To rise through the ranks, you must win fights. The higher ranked your opponent is, the more of a bump you get from defeating him. Fighting opponents ranked lower than you doesn't do your career much good. You should always push yourself to face superior opponents and bring your game up to their level.

Title Matches

Once you claw your way to the top of the rankings, you're eligible for a title shot against the champion. You don't necessarily have to be ranked number two to qualify, but you should at least be in the top four or five fighters.

A championship match is no different than any other match, except that it goes five rounds instead of three, and the winner wears UFC gold back to the locker room.

Once you become the champion, you have to defend the title. In fact, most fighters would agree that a champion who doesn't put his belt on the line isn't much of a champion at all. As long as you hold the title, every fight that you compete in is a five-round championship fight, and you must win the fight to retain your title.



LATE CAREER

HALL OF FAME

The ultimate achievement for any fighter is induction into the UFC Hall of Fame. If you continue fighting long enough and earning Cred, the Hall of Fame Committee is sure to award you the honor.

In order to increase your chances of gaining entry into the Hall of Fame, try to put together an impressive record, win consecutive fights, and defend the title multiple times. Also, look to obtain at least one of all the possible Career Mode Trophies.

If you are inducted into the Hall of Fame, you will receive a Hall of Fame logo, which can then be placed on your shorts by entering the Retired Fighters option and selecting to customize your shorts.

RETIREMENT

When you've taken your fighter as far as he can go, it's time for him to call it a day and ride off into the sunset with his head held high. The fighter's status, fight record, and trophy case are preserved exactly the way they were when he retired, and you can view them at any time by choosing "Career Mode" from the Main menu, and then choosing "Retired Fighters."

UFC

Goodbye Means Goodbye

Retirement permanently ends your fighter's career, so don't choose this option unless you're certain you're done with the fighter.

TROPHY CASE

Select "Trophy Case" from the Career Mode Main menu, and you can see the awards that your fighter has earned over the course of his career.

Trophies	
Name	**How to Earn It**
Hall of Fame Trophy	*Be inducted into the UFC Hall of Fame*
Striking Technique Trophy	*Reach the maximum level in your striking technique by attending training camps*
Grappling Technique Trophy	*Reach the maximum level in your grappling technique by attending training camps*
Title Belt	*Win your division's championship*
Fight of the Night Award (x5)	*Win impressive, back-and-forth fights that could have gone either way*
KO of the Night Award (x5)	*Win your fights with brutal knockout blows*
Submission of the Night Award (x5)	*Win your fights by forcing your opponents to tap out*
3-Fight Win Streak	*Win three consecutive fights*
6-Fight Win Streak	*Win six consecutive fights*
10-Fight Win Streak	*Win ten consecutive fights*

"THE PITBULL" ANDREI ARLOVSKI

Arlovski's heavy hands hold huge knockout power.

"The Pitbull" earned his nickname by being one of the UFC's most tenacious and lethal heavyweights. After a 2004 motorcycle injury left UFC Heavyweight Champion Frank Mir unable to defend his title, Arlovski defeated fellow top heavyweight Tim Sylvia to become the interim champion at UFC 51. Arlovski defended the title successfully at UFC 53 and 55 before losing it to Sylvia at UFC 59. Arlovski suffered a second loss to Sylvia at UFC 61 and would fight only three more times in the Octagon before parting ways with the UFC after UFC 82.

Andrei Arlovski is one of the best-rounded fighters in the Heavyweight Division. His considerable speed and cardio allows him to pick apart an opponent with ruthless precision late in a fight. He has tremendous standing striking offense and defense, although he's weaker with standing kicks and in the clinch. His takedown defense is respectable, but he's rarely in trouble when he's on his back, thanks to high ground grapple and submission defense. When playing as Arlovski, your best bet for victory is a standing knockout blow, followed by a win via submission.

TECHNIQUES

STRIKING
BOXING

GRAPPLING
BJJ

ATTRIBUTES

OVERALL RATING	88
STRENGTH	58
SPEED	71
CARDIO	71

SKILLS

STANDING STRIKES OFFENSE	81
STANDING STRIKES DEFENSE	78
STANDING KICKS OFFENSE	62
STANDING KICKS DEFENSE	65
CLINCH STRIKING OFFENSE	61
CLINCH STRIKING DEFENSE	64
GROUND STRIKING OFFENSE	63
GROUND STRIKING DEFENSE	69
CLINCH GRAPPLE OFFENSE	58
CLINCH GRAPPLE DEFENSE	62
TAKEDOWN OFFENSE	57
TAKEDOWN DEFENSE	69
GROUND GRAPPLE OFFENSE	64
GROUND GRAPPLE DEFENSE	77
SUBMISSION OFFENSE	72
SUBMISSION DEFENSE	82

STATISTICS

AGE
30

BIRTHDATE
2/4/79

WEIGHT
235 LBS.

HIEGHT
6'3"

REACH
77"

NATIONALITY

HOMETOWN
MINSK, BELARUS

FIGHTING OUT OF
CHICAGO, IL

RECORD *(AS OF PRESS DATE)*

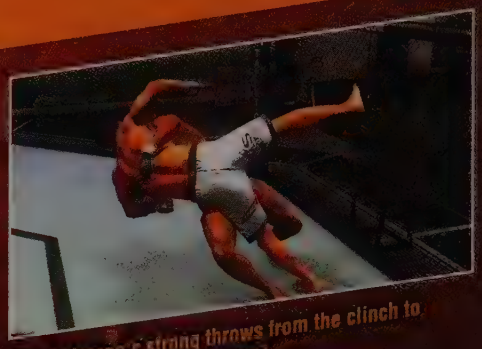
OVERALL RECORD: 16-6-0-0

UFC WINS: 10 **UFC LOSSES: 4**

UFC Heavyweight Division

Andrei Arlovski

"THE HAMMER" MARK COLEMAN



Use Coleman's strong throws from the clinch to gain advantage on the ground.

Mark Coleman became the very first UFC Heavyweight Champion at UFC 12 in 1997. In 2000, he won the PRIDE 2000 Open Weight Grand Prix and remained a competitor in PRIDE through 2006, facing an array of legendary fighters, including Minotauro Nogueira, Mirko Cro Cop and Shogun Rua. He returned to UFC in 2008 and was inducted into the UFC Hall of Fame at UFC 82. Coleman narrowly lost a rematch to Shogun Rua at UFC 93 and is currently scheduled to fight Stephan Bonnar at UFC 100.

Coleman is at his strongest in the clinch, where he can take full advantage of his high clinch grapple offense and even higher clinch grapple defense. He's also well-suited to ground offense, particularly ground striking, for which his high takedown offense sets him up nicely. However, his submission defense, ground grapple defense, and ground striking defense are all average at best, so staying in an advantageous position is absolutely critical. Coleman's cardio isn't as high as other fighters' either, so use his strength to overpower and finish opponents in the early rounds. Mark Coleman is considered by many to be the "Godfather of Ground-and-Pound." You may want to use his clinch wrestling to get takedowns, maintain dominate ground positions, and use technique punches to pound out opponents for TKO victories.

TECHNIQUES

STRIKING
BOXING

GRAPPLING
WRESTLING

ATTRIBUTES

OVERALL RATING	78
STRENGTH	66
SPEED	49
CARDIO	48

SKILLS

STANDING STRIKES OFFENSE	54
STANDING STRIKES DEFENSE	67
STANDING KICKS OFFENSE	47
STANDING KICKS DEFENSE	49
CLINCH STRIKING OFFENSE	47
CLINCH STRIKING DEFENSE	60
GROUND STRIKING OFFENSE	73
GROUND STRIKING DEFENSE	52
CLINCH GRAPPLE OFFENSE	74
CLINCH GRAPPLE DEFENSE	78
TAKEDOWN OFFENSE	78
TAKEDOWN DEFENSE	67
GROUND GRAPPLE OFFENSE	58
GROUND GRAPPLE DEFENSE	49
SUBMISSION OFFENSE	40
SUBMISSION DEFENSE	49

STATISTICS

AGE
44

BIRTHDATE
12/20/64

WEIGHT
230 LBS.

HIEGHT
6'1"

REACH
75.5"

NATIONALITY

HOMETOWN
COLUMBUS, OH

FIGHTING OUT OF
COLUMBUS, OH

RECORD (AS OF PRESS DATE)

OVERALL RECORD: 15-9-0-0

UFC WINS: 6 **UFC LOSSES: 4**

UFC Heavyweight Division

Mark Coleman

MIRKO CRO COP

Cro Cop's standing kicks can turn an opponent's lights out in a hurry.

Mirko Cro Cop's professional moniker is derived from his previous career as a Croatian police officer in Croatia's elite anti-terrorism unit, ATJ LuDko. He began his MMA career in 1996 and quickly established a fearsome reputation as a knockout striker with a lethal high kick. During his time in PRIDE, Cro Cop defeated some of the biggest names in mixed martial arts, including Wanderlei Silva, Heath Herring, and Mark Coleman, and he became PRIDE's Open Weight Grand Prix Champion in 2006. Cro Cop came to UFC in 2007, defeating Eddie Sanchez at UFC 67 before suffering two consecutive losses against Gabriel Gonzaga and Cheick Kongo.

Your strategy for fighting as Cro Cop should be very straightforward. Stay on your feet, resist all takedown attempts by your opponent, and always look for opportunities to execute kicks against your opponent's unprotected body parts. Cro Cop's punches and elbows are also formidable weapons, but nothing comes close to the KO power of his kicks. In the clinch and on the ground, Cro Cop's defense is better than his offense, so always try to bring the fight back to a standing position at striking range, rather than pressing the attack in a less than ideal situation.

TECHNIQUES

STRIKING
KICKBOXING

GRAPPLING
WRESTLING

ATTRIBUTES

OVERALL RATING	83
STRENGTH	60
SPEED	74
CARDIO	60

SKILLS

STANDING STRIKES OFFENSE	79
STANDING STRIKES DEFENSE	68
STANDING KICKS OFFENSE	92
STANDING KICKS DEFENSE	66
CLINCH STRIKING OFFENSE	48
CLINCH STRIKING DEFENSE	64
GROUND STRIKING OFFENSE	67
GROUND STRIKING DEFENSE	62
CLINCH GRAPPLE OFFENSE	54
CLINCH GRAPPLE DEFENSE	71
TAKEDOWN OFFENSE	40
TAKEDOWN DEFENSE	80
GROUND GRAPPLE OFFENSE	42
GROUND GRAPPLE DEFENSE	57
SUBMISSION OFFENSE	54
SUBMISSION DEFENSE	59

STATISTICS

AGE
34

BIRTHDATE
9/10/74

WEIGHT
220 LBS.

HIEGHT
6'2"

REACH
79"

NATIONALITY

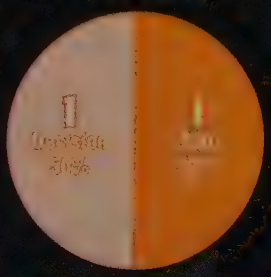
HOMETOWN
VINKOVCI, CROATIA

FIGHTING OUT OF
ZAGREB, CROATIA

RECORD (AS OF PRESS DATE)

OVERALL RECORD: 24-6-2-1

UFC WINS: 1 **UFC LOSSES: 2**



"NAPAO" GABRIEL GONZAGA

Gabriel Gonzaga had a professional MMA record of 5-1 when he arrived in UFC in 2005, with his sole loss coming at the hands of Fabricio Werdum. He quickly established himself as a top contender with a string of four victories, the biggest of which was a shocking upset against Mirko Cro Cop. That victory earned Gonzaga a shot against UFC Heavyweight Champion Randy Couture at UFC 74, but Gonzaga was unable to defeat the Hall of Famer for the title. UFC 80 saw Gonzaga handed another loss by Fabricio Werdum, but he rebounded with two consecutive first-round victories at UFC 86 and UFC 91 before suffering a first-round KO of his own to Shane Carwin at UFC 96.

Gabriel Gonzaga's leg kicks can cut an opponent down to size.

Gonzaga is a well-rounded fighter with slightly better than average strength, speed, and cardio. When he's on his feet and in striking range, use his brutal kicks to destroy the opponent's vertical base and inflict heavy damage. Gonzaga also has an impressive ground game, with respectable ground grapple offense and defense, and significant submission skills. His most obvious vulnerability is his overall weakness in the clinch, so keep things standing at striking range or on the ground whenever possible.

TECHNIQUES

STRIKING
MUAY THAI

GRAPPLING
BJJ

ATTRIBUTES

OVERALL RATING	85
STRENGTH	61
SPEED	62
CARDIO	62

SKILLS

STANDING STRIKES OFFENSE	63
STANDING STRIKES DEFENSE	61
STANDING KICKS OFFENSE	86
STANDING KICKS DEFENSE	73
CLINCH STRIKING OFFENSE	53
CLINCH STRIKING DEFENSE	52
GROUND STRIKING OFFENSE	56
GROUND STRIKING DEFENSE	50
CLINCH GRAPPLE OFFENSE	49
CLINCH GRAPPLE DEFENSE	48
TAKEDOWN OFFENSE	62
TAKEDOWN DEFENSE	64
GROUND GRAPPLE OFFENSE	80
GROUND GRAPPLE DEFENSE	78
SUBMISSION OFFENSE	85
SUBMISSION DEFENSE	85

STATISTICS

AGE
30

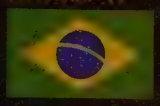
BIRTHDATE
5/18/79

WEIGHT
255 LBS.

HIEGHT
6'2"

REACH
76"

NATIONALITY



HOMETOWN
RIO DE JANEIRO, BRAZIL

FIGHTING OUT OF
LUDLOW, MA

RECORD *(AS OF PRESS DATE)*

OVERALL RECORD: 10-4-0-0

UFC WINS: 6 **UFC LOSSES: 3**

ANTONI HARDONK

Hardonk's kicks are the best offensive tools in his arsenal.

Antoni Hardonk got off to a rough start in the UFC. After an impressive debut at UFC 65 that saw him win with a first-round KO, Hardonk suffered consecutive losses to Justin McCully and Frank Mir in 2007. However, 2008 was a different year. Hardonk won three fights in a row by TKO at UFC 80, UFC 85, and UFC 92, and despite a loss to Cheick Kongo at UFC 97, he has high hopes for the rest of 2009.

Hardonk's speed and high standing kicks offense help to compensate for his relative lack of strength. He's best suited to a standing fight at striking range, where he can defend against strikes and kicks and return fire with kicks of his own. His strikes aren't as powerful as his kicks, but they're a formidable fallback. His ground striking and grappling offense is unremarkable, so if that's where the fight winds up, your best bet is to either get back to a standing position, or attempt a submission.

TECHNIQUES

STRIKING
KICKBOXING

GRAPPLING
WRESTLING

ATTRIBUTES

OVERALL RATING	84
STRENGTH	55
SPEED	73
CARDIO	61

SKILLS

STANDING STRIKES OFFENSE	68
STANDING STRIKES DEFENSE	81
STANDING KICKS OFFENSE	83
STANDING KICKS DEFENSE	85
CLINCH STRIKING OFFENSE	59
CLINCH STRIKING DEFENSE	75
GROUND STRIKING OFFENSE	47
GROUND STRIKING DEFENSE	64
CLINCH GRAPPLE OFFENSE	65
CLINCH GRAPPLE DEFENSE	54
TAKEDOWN OFFENSE	53
TAKEDOWN DEFENSE	52
GROUND GRAPPLE OFFENSE	48
GROUND GRAPPLE DEFENSE	60
SUBMISSION OFFENSE	72
SUBMISSION DEFENSE	63

STATISTICS

AGE
33

BIRTHDATE
2/5/76

WEIGHT
245 LBS.

HIEGHT
6'4"

REACH
78"

NATIONALITY

HOMETOWN
WEESP, HOLLAND

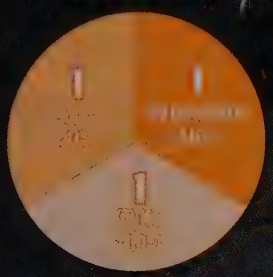
FIGHTING OUT OF
LOS ANGELES, CA

RECORD (AS OF PRESS DATE)

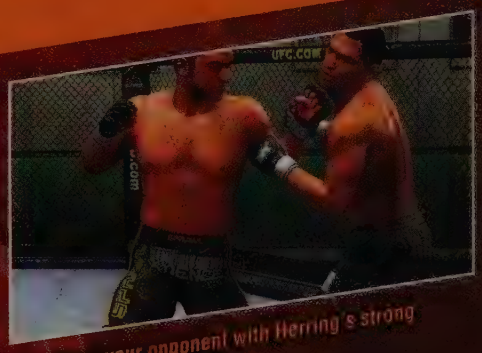
OVERALL RECORD: 8-5-0-0

UFC WINS: 4

UFC LOSSES: 3



"THE TEXAS CRAZY HORSE"
HEATH HERRING



Unload on your opponent with Herring's strong strikes to make an impact.

After three years in the world of mixed martial arts, Heath Herring came to PRIDE, where he spent another four years proving himself against some of the greatest names in MMA, including Mirko Cro Cop and Minotauro Nogueira. His first official UFC fight ended in a loss to Jake O'Brien at UFC Fight Night 8. But he bounced back with a victory over Brad Imes at UFC 69 and a split decision victory over Cheick Kongo at UFC 82. He suffered his third career loss to Minotauro Nogueira at UFC 73. His match against Brock Lesnar at UFC 87 ended in defeat (and a broken orbital bone), but Herring has the opportunity to prove himself against up-and-comer Cain Velasquez at UFC 99.

Herring's strength and cardio are slightly above average, but he lacks speed. He's better off standing and striking against an opponent, especially if he can work some strong kicks into his offense. And although Herring has impressive takedown offense, his ground striking and ground grappling skills aren't at the level of his standing strikes. He's not helpless on the ground by any means, but it's definitely not where you want to spend most of your time when you fight as him.

TECHNIQUES

STRIKING
KICKBOXING

GRAPPLING
WRESTLING

ATTRIBUTES

OVERALL RATING	**80**
STRENGTH	57
SPEED	47
CARDIO	59

SKILLS

STANDING STRIKES OFFENSE	66	
STANDING STRIKES DEFENSE	52	
STANDING KICKS OFFENSE	70	
STANDING KICKS DEFENSE	65	
CLINCH STRIKING OFFENSE	57	
CLINCH STRIKING DEFENSE	58	
GROUND STRIKING OFFENSE	63	
GROUND STRIKING DEFENSE	59	
CLINCH GRAPPLE OFFENSE	55	
CLINCH GRAPPLE DEFENSE	57	
TAKEDOWN OFFENSE	67	
TAKEDOWN DEFENSE	46	
GROUND GRAPPLE OFFENSE	62	
GROUND GRAPPLE DEFENSE	61	
SUBMISSION OFFENSE	62	
SUBMISSION DEFENSE	70	

STATISTICS

AGE
31

BIRTHDATE
3/2/78

WEIGHT
250 LBS.

HIEGHT
6'4"

REACH
78"

NATIONALITY

HOMETOWN
WACO, TX

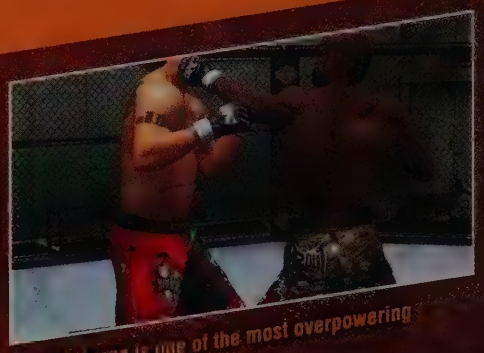
FIGHTING OUT OF
LAS VEGAS, NV

RECORD *(AS OF PRESS DATE)*

OVERALL RECORD: 28-14-0-1

UFC WINS: 2 **UFC LOSSES: 3**

CHEICK KONGO



Cheick Kongo is one of the most overpowering strikers in the UFC.

Cheick Kongo came to the UFC with a record of 17 wins and only two losses, with one draw, and the imposing Frenchman has continued to dominate his opponents in the world's premier mixed martial arts organization. Kongo's most impressive victory might have been the unanimous decision he scored over Mirko Cro Cop at UFC 75, which he followed up with a very competitive loss via split decision to Heath Herring at UFC 82. The narrow loss to Herring may have lit a fire under Kongo, as he followed it up with three straight TKO wins.

Kongo is a pure striker with impressive strength and cardio, which he can use to overpower and outlast most opponents. He's impressive when standing and striking, capable of unleashing lethal leg kicks and defending himself against all types of kicks and strikes. And he's dominant on offense in the clinch, especially when grappling. Kongo has high takedown offense, which you can use to set up a ground-and-pound assault, but his lack of ground defense is his one significant Achilles' heel.

TECHNIQUES

STRIKING
KICKBOXING

GRAPPLING
WRESTLING

ATTRIBUTES

OVERALL RATING	87
STRENGTH	71
SPEED	60
CARDIO	74

SKILLS

STANDING STRIKES OFFENSE	67
STANDING STRIKES DEFENSE	71
STANDING KICKS OFFENSE	80
STANDING KICKS DEFENSE	71
CLINCH STRIKING OFFENSE	75
CLINCH STRIKING DEFENSE	59
GROUND STRIKING OFFENSE	73
GROUND STRIKING DEFENSE	61
CLINCH GRAPPLE OFFENSE	86
CLINCH GRAPPLE DEFENSE	65
TAKEDOWN OFFENSE	80
TAKEDOWN DEFENSE	66
GROUND GRAPPLE OFFENSE	61
GROUND GRAPPLE DEFENSE	48
SUBMISSION OFFENSE	43
SUBMISSION DEFENSE	57

STATISTICS

AGE
34

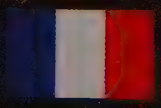
BIRTHDATE
5/17/75

WEIGHT
235 LBS.

HIEGHT
6'4"

REACH
82"

NATIONALITY



HOMETOWN
PARIS, FRANCE

FIGHTING OUT OF
PARIS, FRANCE

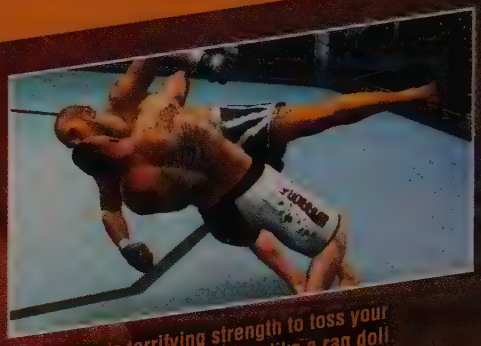
RECORD *(AS OF PRESS DATE)*

OVERALL RECORD: 24-4-1-0

UFC WINS: 7

UFC LOSSES: 2

BROCK LESNAR



Use Lesnar's terrifying strength to toss your opponent around the Octagon like a rag doll.

Former professional wrestling champion Brock Lesnar faced considerable skepticism from MMA purists when he announced his desire to enter the UFC. However, those familiar with the University of Minnesota grad's amateur wrestling career knew that this NCAA heavyweight champion had the physical gifts necessary for success in the Octagon. Lesnar followed an impressive but ultimately unsuccessful debut against former heavyweight champ Frank Mir with dominating victories over Heath Herring and Randy Couture. His rematch against Mir at UFC 100 is one of the most anticipated main events in UFC history.

Lesnar is power personified, with impressive takedown ability and defense. The former sets him up to use his considerable ground striking offense against any opponent unlucky enough to find himself under Lesnar. The latter helps him to avoid submissions, his greatest weakness. When fighting as Lesnar, remain on your feet and soften up an opponent with standing strikes and clinch grapples before taking him down and unleashing a vicious ground and pound assault. Make sure to pace yourself, though, as Lesnar's bullish strength is considerably greater than his cardio.

TECHNIQUES

STRIKING
BOXING

GRAPPLING
WRESTLING

ATTRIBUTES

OVERALL RATING	88
STRENGTH	80
SPEED	72
CARDIO	70

SKILLS

STANDING STRIKES OFFENSE	85
STANDING STRIKES DEFENSE	73
STANDING KICKS OFFENSE	49
STANDING KICKS DEFENSE	61
CLINCH STRIKING OFFENSE	62
CLINCH STRIKING DEFENSE	62
GROUND STRIKING OFFENSE	82
GROUND STRIKING DEFENSE	67
CLINCH GRAPPLE OFFENSE	73
CLINCH GRAPPLE DEFENSE	86
TAKEDOWN OFFENSE	82
TAKEDOWN DEFENSE	82
GROUND GRAPPLE OFFENSE	63
GROUND GRAPPLE DEFENSE	56
SUBMISSION OFFENSE	50
SUBMISSION DEFENSE	42

STATISTICS

AGE
31

BIRTHDATE
7/12/77

WEIGHT
265 LBS.

HIEGHT
6'3"

REACH
81"

NATIONALITY

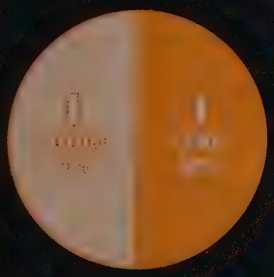
HOMETOWN
WEBSTER, SD

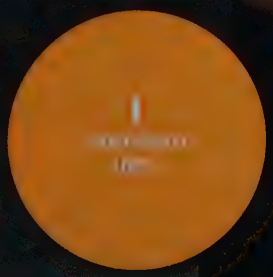
FIGHTING OUT OF
MINNEAPOLIS, MN

RECORD (AS OF PRESS DATE)

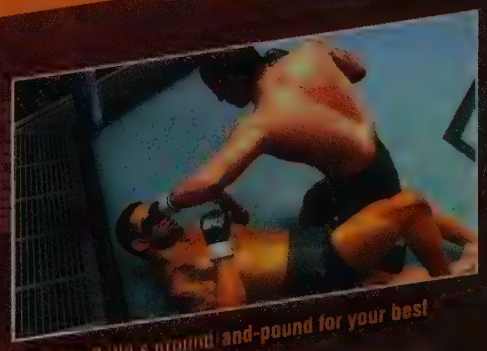
OVERALL RECORD: 3-1-0-0

UFC WINS: 2 **UFC LOSSES: 1**





"THE INSANE 1"
JUSTIN MCCULLY



Work McCully's ground-and-pound for your best shot at victory.

Although he's a relative newcomer to UFC, Justin McCully paid his dues for ten years on the independent circuit. He earned his spot by accumulating a record of seven wins, two losses, and a pair of draws. He's maintained a winning record in his brief UFC career, with decision victories over Antoni Hardonk and Eddie Sanchez, and only one loss, which came via submission to Gabriel Gonzaga's Americana at UFC 86 in the first round.

McCully has considerable strength, but his speed and cardio leave something to be desired, so pick your spots very carefully when you fight as him. His standing strikes are only average compared to his ground offense, so always be on the lookout for opportunities to shoot for the takedown. His solid takedown offense helps put his opponents in a compromised position, and once they're there, his ground-and-pound striking and submission skills are his most formidable weapons.

TECHNIQUES

STRIKING
BOXING

GRAPPLING
BJJ

ATTRIBUTES

OVERALL RATING	81
STRENGTH	74
SPEED	57
CARDIO	49

SKILLS

STANDING STRIKES OFFENSE	66
STANDING STRIKES DEFENSE	56
STANDING KICKS OFFENSE	48
STANDING KICKS DEFENSE	48
CLINCH STRIKING OFFENSE	56
CLINCH STRIKING DEFENSE	50
GROUND STRIKING OFFENSE	70
GROUND STRIKING DEFENSE	62
CLINCH GRAPPLE OFFENSE	61
CLINCH GRAPPLE DEFENSE	60
TAKEDOWN OFFENSE	74
TAKEDOWN DEFENSE	63
GROUND GRAPPLE OFFENSE	56
GROUND GRAPPLE DEFENSE	64
SUBMISSION OFFENSE	70
SUBMISSION DEFENSE	65

STATISTICS

AGE
33

BIRTHDATE
2/18/76

WEIGHT
245 LBS.

HIEGHT
6'2"

REACH
73"

NATIONALITY

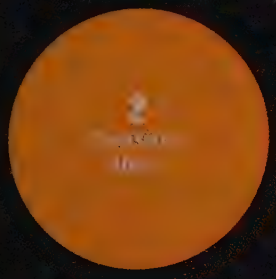
HOMETOWN
WASHINGTON, DC

FIGHTING OUT OF
MAUI, HI

RECORD (AS OF PRESS DATE)

OVERALL RECORD: 9-4-2-0

UFC WINS: 2 **UFC LOSSES: 1**



FRANK MIR

Frank Mir is living proof that anything is possible in the UFC for a fighter with the drive and the natural gifts to achieve his goals. Just three years into his professional MMA career, Mir defeated Tim Sylvia for the vacant UFC Heavyweight Championship, but less than three months after winning the title, Mir was forced to vacate it after suffering a catastrophic leg injury in a motorcycle accident.

Mir's return to UFC began more than a year later, and it was a rocky one. He lost two of his first three fights, but he persevered and racked up two first-round submission victories over Antonio Hardonk and Brock Lesnar at UFC 74 and UFC 81. Mir capped off his comeback by defeating Minotauro Nogueira via TKO in the second round of their match at UFC 92, which awarded him the UFC Interim Heavyweight Championship. And at UFC 100, he has the opportunity to reclaim the UFC Heavyweight Championship that he never lost in the Octagon, when he faces Lesnar in a highly-anticipated rematch.

Many a UFC heavyweight has been laid low by Mir's submissions.

Mir's high cardio and above-average speed make him a formidable opponent, especially when coupled with his many strengths. He's a bona fide striker, with strong standing strikes and kicks, although his defense against kicks is much higher than his standing strikes defense. His clinch striking offense and defense is also impressive. But it's on the ground where Mir really shines. Not only does he have incredible ground grapple offense and defense, his submission skills are also off the charts, and he's more than capable of making even the toughest opponents tap out.

TECHNIQUES

STRIKING
MUAY THAI

GRAPPLING
BJJ

ATTRIBUTES

OVERALL RATING	91
STRENGTH	59
SPEED	63
CARDIO	73

SPECIAL TECHNIQUES

The following moves are uniquely available to Frank Mir:

Condition	Xbox 360	PS3	Move
Standing (Striking Range)	[illegible]	[illegible]	Left Ducking Hook Standing
[illegible]	[illegible]	[illegible]	[illegible]

SKILLS

STANDING STRIKES OFFENSE	73
STANDING STRIKES DEFENSE	63
STANDING KICKS OFFENSE	73
STANDING KICKS DEFENSE	63
CLINCH STRIKING OFFENSE	70
CLINCH STRIKING DEFENSE	67
GROUND STRIKING OFFENSE	48
GROUND STRIKING DEFENSE	76
CLINCH GRAPPLE OFFENSE	50
CLINCH GRAPPLE DEFENSE	72
TAKEDOWN OFFENSE	63
TAKEDOWN DEFENSE	59
GROUND GRAPPLE OFFENSE	81
GROUND GRAPPLE DEFENSE	86
SUBMISSION OFFENSE	92
SUBMISSION DEFENSE	92

STATISTICS

AGE
29

BIRTHDATE
5/24/79

WEIGHT
255 LBS.

HIEGHT
6'3"

REACH
76.5"

NATIONALITY

HOMETOWN
LAS VEGAS, NV

FIGHTING OUT OF
LAS VEGAS, NV

RECORD (AS OF PRESS DATE)

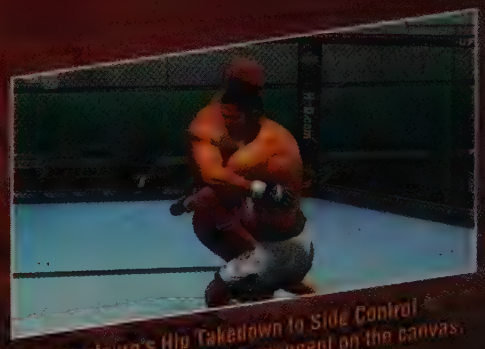
OVERALL RECORD: 12-3-0-0

UFC WINS: 10

UFC LOSSES: 3

"MINOTAURO" ANTÔNIO RODRIGO NOGUEIRA

Minotauro Nogueira is a 16-year veteran of mixed martial arts, and the list of fighters he's defeated reads like a who's who of MMA legends. Tito Sylvia, Dan Henderson, Mark Coleman, Mirko Cro Cop, and Heath Herring are among the many elite fighters who have succumbed to Nogueira's Brazilian Jiu-Jitsu. He spent six years in PRIDE, where he became the first PRIDE Heavyweight Champion, a title he held for nearly a year and a half. His first UFC appearance was at UFC 73, where he defeated Heath Herring by unanimous decision. In his next fight, he earned a submission victory over Tim Sylvia at UFC 81, becoming the UFC Interim Heavyweight Championship and the first fighter to hold both the PRIDE and UFC Heavyweight Championships. And although he lost the interim title to Frank Mir at UFC 92, there's no doubt that Minotauro will continue to be a dominant force in the UFC Heavyweight Division.



Use Minotauro's Hip Takedown to Side Control Right technique to put your opponent on the canvas.

Although Minotauro has reasonably strong standing striking skills, his ground game has allowed him to rack up his impressive record. When fighting as Minotauro you should always be on the lookout for the takedown. Make good use of his patented Hip Takedown to Side Control, Right technique, which can be performed from the clinch. Once you have your opponent down, advance your position by using Minotauro's incredible ground grapple offense, and look for the submission attempt. Even if you wind up in a disadvantaged position, Minotauro's high ground striking and grappling defense should prevent you from taking too much damage, and he's almost impossible to submit.

TECHNIQUES

STRIKING
BOXING

GRAPPLING
BJJ

ATTRIBUTES

OVERALL RATING	88
STRENGTH	47
SPEED	61
CARDIO	68

SPECIAL TECHNIQUES

The following moves are uniquely available to Minotauro Nogueira:

Condition	Xbox 360	PS3	Move
Clinch (Double Underhooks)	[illegible] + [illegible]	[illegible] + [illegible]	Hip Takedown to Side Control, Right

SKILLS

STANDING STRIKES OFFENSE	67
STANDING STRIKES DEFENSE	64
STANDING KICKS OFFENSE	52
STANDING KICKS DEFENSE	60
CLINCH STRIKING OFFENSE	58
CLINCH STRIKING DEFENSE	65
GROUND STRIKING OFFENSE	60
GROUND STRIKING DEFENSE	77
CLINCH GRAPPLE OFFENSE	63
CLINCH GRAPPLE DEFENSE	63
TAKEDOWN OFFENSE	72
TAKEDOWN DEFENSE	59
GROUND GRAPPLE OFFENSE	86
GROUND GRAPPLE DEFENSE	85
SUBMISSION OFFENSE	90
SUBMISSION DEFENSE	92

STATISTICS

AGE
32

BIRTHDATE
6/2/76

WEIGHT
240 LBS.

HIEGHT
6'3"

REACH
77"

NATIONALITY

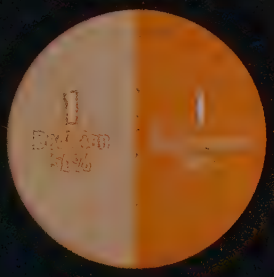
HOMETOWN
BAHIA, BRAZIL

FIGHTING OUT OF
RIO DE JANEIRO, BRAZIL

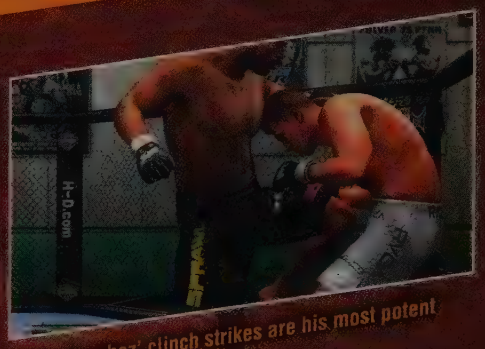
RECORD (AS OF PRESS DATE)

OVERALL RECORD: 31-5-1-1

UFC WINS: 2 **UFC LOSSES: 1**



"THE MANIC HISPANIC" EDDIE SANCHEZ



Eddie Sanchez' clinch strikes are his most potent offensive weapons.

Eddie Sanchez came to the UFC in 2006 with an undefeated record, but the step up in competition has resulted in significantly greater challenges for the talented young heavyweight. After a decisive KO victory in his first fight at UFC 63, he suffered a TKO loss to Mirko Cro Cop at UFC 67. Two more TKO victories at UFC 72 and UFC 79 in 2007 were balanced by a pair of losses to Antoni Hardonk and Justin McCully in 2008. But Sanchez is just one victory away from a winning UFC record, and the sky is the limit for the Californian.

Sanchez's cardio leaves something to be desired, so put his above average strength to good use and push for an early victory by KO or TKO. He's at his best in the clinch, where he can exploit his formidable striking and grapple offense. He's a reasonably good standing striker, and his ground-and-pound skills are respectable, but he generally lacks defensive ability, so capitalize on his offensive strengths as much as possible.

TECHNIQUES

STRIKING
KICKBOXING

GRAPPLING
WRESTLING

ATTRIBUTES

OVERALL RATING	75
STRENGTH	62
SPEED	56
CARDIO	47

SKILLS

STANDING STRIKES OFFENSE	62
STANDING STRIKES DEFENSE	46
STANDING KICKS OFFENSE	57
STANDING KICKS DEFENSE	54
CLINCH STRIKING OFFENSE	74
CLINCH STRIKING DEFENSE	47
GROUND STRIKING OFFENSE	59
GROUND STRIKING DEFENSE	49
CLINCH GRAPPLE OFFENSE	71
CLINCH GRAPPLE DEFENSE	56
TAKEDOWN OFFENSE	55
TAKEDOWN DEFENSE	62
GROUND GRAPPLE OFFENSE	50
GROUND GRAPPLE DEFENSE	47
SUBMISSION OFFENSE	42
SUBMISSION DEFENSE	56

STATISTICS

AGE
26

BIRTHDATE
11/4/82

WEIGHT
240 LBS.

HIEGHT
6'2"

REACH
78.5"

NATIONALITY

HOMETOWN
LA JOLLA, CA

FIGHTING OUT OF
TEMECULA, CA

RECORD (AS OF PRESS DATE)

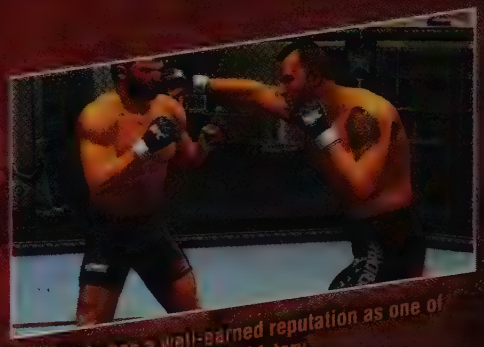
OVERALL RECORD: 10-3-0-0

UFC WINS: 3

UFC LOSSES: 3

"THE MAINE-IAC" TIM SYLVIA

Tim Sylvia is a two-time UFC Heavyweight Champion, one of only three men to claim that distinction. Sylvia entered the UFC at UFC 39 with a perfect record, and he won the UFC Heavyweight Championship in his next fight by stopping Ricco Rodriguez. After surrendering the title due to a failed drug test, Sylvia fought Frank Mir for the vacant title at UFC 48. Mir beat Sylvia with an armbar that broke Sylvia's arm and kept him out of competition for six months.



Tim Sylvia has a well-earned reputation as one of the hardest strikers in UFC history.

Over the next 18 months, Sylvia battled Andrei Arlovski for the UFC Heavyweight Championship, losing their first bout at UFC 51 before winning the title at UFC 59 and successfully defending it at UFC 61. He would eventually lose the title to Randy Couture at UFC 68 in what was only his third professional loss. He returned at UFC 77 to defeat Brandon Vera by decision, but he came up short in his bid for the UFC Interim Heavyweight Championship at UFC 81, tapping out to Minotauro Nogueira's guillotine choke.

Sylvia is at his best when standing at striking range. His tremendous strength augments his overwhelming standing strikes offense. He has high defense against standing strikes and kicks. He's also solid in the clinch, although his clinch grapple skills are significantly better than his clinch striking skills. Sylvia is a bit of a fish out of water on the ground, but his off-the-charts takedown defense helps to keep him on his feet and his opponent on his toes.

TECHNIQUES

STRIKING
BOXING

GRAPPLING
WRESTLING

ATTRIBUTES

OVERALL RATING	87
STRENGTH	71
SPEED	48
CARDIO	57

SKILLS

STANDING STRIKES OFFENSE	81
STANDING STRIKES DEFENSE	82
STANDING KICKS OFFENSE	51
STANDING KICKS DEFENSE	70
CLINCH STRIKING OFFENSE	63
CLINCH STRIKING DEFENSE	68
GROUND STRIKING OFFENSE	66
GROUND STRIKING DEFENSE	80
CLINCH GRAPPLE OFFENSE	75
CLINCH GRAPPLE DEFENSE	87
TAKEDOWN OFFENSE	52
TAKEDOWN DEFENSE	88
GROUND GRAPPLE OFFENSE	57
GROUND GRAPPLE DEFENSE	69
SUBMISSION OFFENSE	44
SUBMISSION DEFENSE	51

STATISTICS

AGE
33

BIRTHDATE
3/5/76

WEIGHT
260 LBS.

HIEGHT
6'8"

REACH
80"

NATIONALITY

HOMETOWN
ELLSWORTH, ME

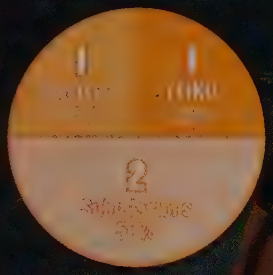
FIGHTING OUT OF
DAVENPORT, IA

RECORD *(AS OF PRESS DATE)*

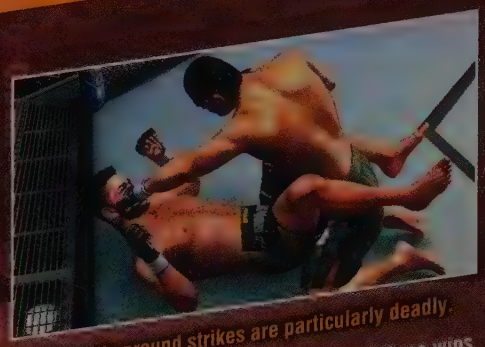
OVERALL RECORD: 26-5-0-0

UFC WINS: 9

UFC LOSSES: 4



CAIN VELASQUEZ



Velasquez's ground strikes are particularly deadly.

Cain Velasquez is a newcomer to the UFC Heavyweight Division, but he's put on some impressive performances so far. He has a perfect UFC record of three wins and zero losses, with all of his victories coming by TKO. No opponent has taken him further than the second round, and all three fights took place in a 10-month period. There's no question that Velasquez is ready to step up to another level of competition, and he'll get that chance at UFC 99, when he goes toe-to-toe against Heath Herring.

As his record implies, if Velasquez gets his hands on you, he can hurt you. Defensively, he's slightly above average across the board, but his standing strikes offense and ground striking offense are among the best in the UFC Heavyweight Division. Coupled with his significant strength, Velasquez can do a lot of damage to an opponent in a very short amount of time. When fighting as Velasquez, push the pace of the fight, but pick your shots carefully. Look for opportunities to finish the fight in the early rounds by KO or TKO, and remain on the offensive as much as possible.

TECHNIQUES

STRIKING
BOXING

GRAPPLING
WRESTLING

ATTRIBUTES

OVERALL RATING	85
STRENGTH	75
SPEED	59
CARDIO	58

SKILLS

STANDING STRIKES OFFENSE	86
STANDING STRIKES DEFENSE	66
STANDING KICKS OFFENSE	59
STANDING KICKS DEFENSE	56
CLINCH STRIKING OFFENSE	60
CLINCH STRIKING DEFENSE	57
GROUND STRIKING OFFENSE	88
GROUND STRIKING DEFENSE	63
CLINCH GRAPPLE OFFENSE	67
CLINCH GRAPPLE DEFENSE	70
TAKEDOWN OFFENSE	63
TAKEDOWN DEFENSE	68
GROUND GRAPPLE OFFENSE	72
GROUND GRAPPLE DEFENSE	62
SUBMISSION OFFENSE	53
SUBMISSION DEFENSE	58

STATISTICS

AGE
26

BIRTHDATE
7/28/82

WEIGHT
240 LBS.

HIEGHT
6'1"

REACH
77"

NATIONALITY

HOMETOWN
SALINAS, CA

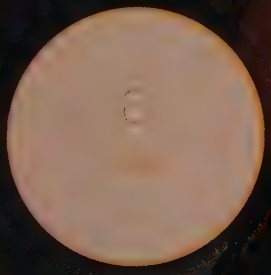
FIGHTING OUT OF
SAN JOSE, CA

RECORD (AS OF PRESS DATE)

OVERALL RECORD: 5-0-0-0

UFC WINS: 3

UFC LOSSES: 0



"THE TRUTH" BRANDON VERA

Brandon Vera came to the UFC Heavyweight Division in late 2005, making an immediate impact by picking up a TKO victory over Fabiano Scherner halfway through the second round at Ultimate Fight Night 2. He followed that with three more wins in 2006, the last of which was a first-round TKO over former UFC Heavyweight Champion Frank Mir. However, 2007 was less kind to Vera, as he suffered a broken hand in his only fight of the year, which he lost via unanimous decision to Tim Sylvia. His comeback fight against Fabricio Werdum at UFC 85 ended in a controversial defeat.

Vera has great offensive power in his feet. Use them to knock his opponents off of theirs.

After the Werdum fight, Vera dropped down to the UFC Light Heavyweight Division, where he has notched two victories and a narrow split-decision loss to Keith Jardine. With a winning record to his credit and a bright future ahead of him, Vera has proven that, no matter which division he competes in, "The Truth" hurts.

Vera has tremendous natural speed, which helps him finish fights early, before his modest cardio starts to work against him—in his professional career, he's only 1-2 in fights that go into the third round. His Muay Thai training gives him a significant offensive advantage in the clinch, whether grappling or striking. His Brazilian Jiu-Jitsu provides him with lethal standing kicks offense. Across the board, Vera's offense is equal to or greater than his defense, so push the pace of the fight early on with an early KO or TKO victory in mind.

TECHNIQUES

STRIKING
MUAY THAI

GRAPPLING
BJJ

ATTRIBUTES

OVERALL RATING	84
STRENGTH	56
SPEED	76
CARDIO	50

SKILLS

STANDING STRIKES OFFENSE	56
STANDING STRIKES DEFENSE	60
STANDING KICKS OFFENSE	85
STANDING KICKS DEFENSE	67
CLINCH STRIKING OFFENSE	83
CLINCH STRIKING DEFENSE	69
GROUND STRIKING OFFENSE	62
GROUND STRIKING DEFENSE	60
CLINCH GRAPPLE OFFENSE	76
CLINCH GRAPPLE DEFENSE	58
TAKEDOWN OFFENSE	59
TAKEDOWN DEFENSE	58
GROUND GRAPPLE OFFENSE	53
GROUND GRAPPLE DEFENSE	55
SUBMISSION OFFENSE	59
SUBMISSION DEFENSE	71

STATISTICS

AGE
31

BIRTHDATE
10/10/77

WEIGHT
225 LBS.

HIEGHT
6'3"

REACH
76"

NATIONALITY

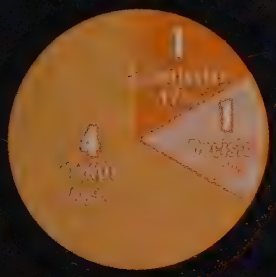
HOMETOWN
NORFOLK, VA

FIGHTING OUT OF
SAN DIEGO, CA

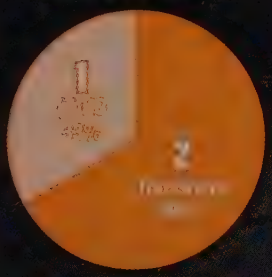
RECORD *(AS OF PRESS DATE)*

OVERALL RECORD: 10-3-0-0

UFC WINS: 6



UFC LOSSES: 3



"VAL CAVALO" FABRICIO WERDUM

Few fighters can stop Werdum from transitioning to any position he wants.

Fabricio Werdum has competed in a number of MMA organizations and faced some of the greatest heavyweights in the world. He holds two career victories over Gabriel Gonzaga, as well as a first-round TKO victory over Brandon Vera. He's also taken Andrei Arlovski and Minotauro Nogueira to the limit, suffering losses by decision to both men. In his last UFC fight to date, Werdum lost via a first-round KO to underdog Junior dos Santos.

Werdum has a tremendous ground game, with superior submission and ground grapple offense and defense, so your ultimate game plan should be to take the fight to the mat. That's not to say that Werdum is helpless on his feet—his standing kicks offense and defense are both very strong, and he has solid clinch striking offense as well.

TECHNIQUES

STRIKING
MUAY THAI

GRAPPLING
BJJ

ATTRIBUTES

OVERALL RATING	86
STRENGTH	55
SPEED	58
CARDIO	64

SKILLS

STANDING STRIKES OFFENSE	48
STANDING STRIKES DEFENSE	57
STANDING KICKS OFFENSE	69
STANDING KICKS DEFENSE	72
CLINCH STRIKING OFFENSE	71
CLINCH STRIKING DEFENSE	53
GROUND STRIKING OFFENSE	61
GROUND STRIKING DEFENSE	74
CLINCH GRAPPLE OFFENSE	60
CLINCH GRAPPLE DEFENSE	59
TAKEDOWN OFFENSE	60
TAKEDOWN DEFENSE	56
GROUND GRAPPLE OFFENSE	88
GROUND GRAPPLE DEFENSE	79
SUBMISSION OFFENSE	83
SUBMISSION DEFENSE	90

STATISTICS

AGE
31

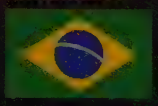
BIRTHDATE
7/30/77

WEIGHT
250 LBS.

HIEGHT
6'4"

REACH
77"

NATIONALITY



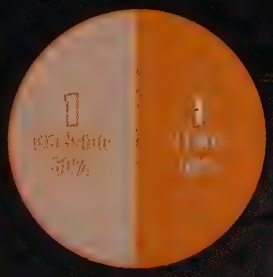
HOMETOWN
PORTO ALEGRE, BRAZIL

FIGHTING OUT OF
PORTO ALEGRE, BRAZIL

RECORD *(AS OF PRESS DATE)*

OVERALL RECORD: 11-4-1-0

UFC WINS: 2 **UFC LOSSES: 2**



"THE ASSASSIN" HOUSTON ALEXANDER

Houston Alexander's heavy hands have introduced many a fighter to the canvas.

Houston Alexander is not a man who likes to waste time. The explosive striker made his UFC debut in 2007 at UFC 71, where he upset Keith Jardine less than a minute into the first round, KO'ing him with strikes. Since then, for better or for worse, none of Alexander's UFC fights have gone past the first round, including his UFC 78 loss to Thiago Silva and his UFC Fight Night 13 defeat at the hands of James Irvin.

Alexander has terrific speed and strength, but his cardio is average at best, so work efficiently and look for an early victory. He's a formidable striker, with high standing strikes, standing kicks and clinch striking offense, and his clinch grapple offense isn't too shabby either. Unfortunately, other than a moderately high takedown defense, Alexander's defense is mediocre across the board, so stay on offense and push the pace of the fight. Above all, stay on your feet—Alexander is out of his element on the ground and can be quickly overwhelmed in a disadvantaged position.

TECHNIQUES

STRIKING
MUAY THAI

GRAPPLING
WRESTLING

ATTRIBUTES

OVERALL RATING	76
STRENGTH	73
SPEED	70
CARDIO	47

SKILLS

STANDING STRIKES OFFENSE	70
STANDING STRIKES DEFENSE	48
STANDING KICKS OFFENSE	69
STANDING KICKS DEFENSE	54
CLINCH STRIKING OFFENSE	78
CLINCH STRIKING DEFENSE	52
GROUND STRIKING OFFENSE	59
GROUND STRIKING DEFENSE	42
CLINCH GRAPPLE OFFENSE	67
CLINCH GRAPPLE DEFENSE	55
TAKEDOWN OFFENSE	46
TAKEDOWN DEFENSE	61
GROUND GRAPPLE OFFENSE	48
GROUND GRAPPLE DEFENSE	42
SUBMISSION OFFENSE	42
SUBMISSION DEFENSE	42

STATISTICS

AGE
37

BIRTHDATE
3/22/72

WEIGHT
205 LBS.

HIEGHT
6'0"

REACH
72"

NATIONALITY

HOMETOWN
EAST ST. LOUIS, IL

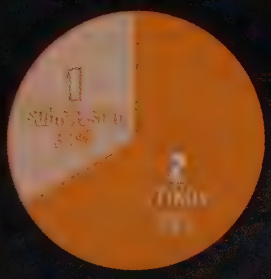
FIGHTING OUT OF
OMAHA, NE

RECORD (AS OF PRESS DATE)

OVERALL RECORD: 8-4-0-1

UFC WINS: 2

UFC LOSSES: 3



UFC Light Heavyweight Division

Houston Alexander

"DARTH" RYAN BADER

Ryan Bader had a successful background in high school and collegiate wrestling before turning his sights to mixed martial arts. His first UFC appearance was as a contestant on *The Ultimate Fighter* season eight, where he was the first fighter picked for Team Nogueira. It turns out that Minotauro had an eye for talent, because Bader wound up winning the Light Heavyweight division of the competition.

Bader's skills and attributes are those of a well-rounded young fighter just beginning his UFC career, and have not yet been tested against contender-level competition. His takedown skills are solid, and his clinch grapple skills aren't far behind, but everything else is pretty average across the board. That also means that he doesn't have any glaring weaknesses either, and his ground game distinguishes him from the rest of the young hopefuls.

TECHNIQUES

STRIKING
BOXING

GRAPPLING
WRESTLING

ATTRIBUTES

OVERALL RATING	80
STRENGTH	62
SPEED	56
CARDIO	56

SKILLS

STANDING STRIKES OFFENSE	67
STANDING STRIKES DEFENSE	66
STANDING KICKS OFFENSE	49
STANDING KICKS DEFENSE	50
CLINCH STRIKING OFFENSE	55
CLINCH STRIKING DEFENSE	55
GROUND STRIKING OFFENSE	66
GROUND STRIKING DEFENSE	59
CLINCH GRAPPLE OFFENSE	75
CLINCH GRAPPLE DEFENSE	71
TAKEDOWN OFFENSE	74
TAKEDOWN DEFENSE	73
GROUND GRAPPLE OFFENSE	58
GROUND GRAPPLE DEFENSE	56
SUBMISSION OFFENSE	48
SUBMISSION DEFENSE	47

GameStop Exclusive

Ryan Bader is exclusively available to GameStop versions of UFC 2009 Undisputed.

STATISTICS

AGE
25

BIRTHDATE
6/7/83

WEIGHT
205 LBS.

HIEGHT
6'2"

REACH
74"

NATIONALITY

HOMETOWN
RENO, NEVADA

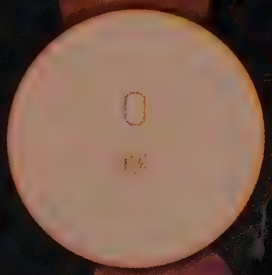
FIGHTING OUT OF
TEMPE, AZ

RECORD (AS OF PRESS DATE)

OVERALL RECORD: 10-0-0-0

UFC WINS: 3

UFC LOSSES: 0



UFC Light Heavyweight Division

Ryan Bader

"THE COUNT" MICHAEL BISPING

Bisping is a very tough fighter to take down.

Michael "The Count" Bisping came to the UFC via season three of *The Ultimate Fighter*, where he became the second light heavyweight (after Forrest Griffin) to be crowned the Ultimate Fighter. Since then, Bisping blazed a path of destruction through the UFC Light Heavyweight Division with his only loss coming via split decision against current UFC Light Heavyweight Champion Rashad Evans at UFC 78.

Following his only loss, Bisping dropped down to the UFC Middleweight Decision, where he is undefeated over three fights. He is scheduled to face Dan Henderson at UFC 100 after his return to *The Ultimate Fighter* as a coach for the series' ninth season.

Bisping has respectable strength, speed, and cardio attributes, but his skills and training are what make him a dominant fighter. His high takedown defense helps to keep him on his feet, where his incredible standing strikes offense can often propel him to victory by KO or TKO. His standing kicks and clinch grapples and strikes aren't as deadly, but he's above average in each category. His unique head kick techniques can put an unwary opponent in a world of hurt. Bisping isn't helpless on the ground, either. His ground striking offense is almost as good as his standing strikes, and his high submission defense keeps him from having to worry about tapping out.

TECHNIQUES

STRIKING
BOXING

GRAPPLING
BJJ

ATTRIBUTES

OVERALL RATING	87
STRENGTH	65
SPEED	63
CARDIO	60

SPECIAL TECHNIQUES

The following moves are uniquely available to Michael Bisping:

Condition	Xbox 360	PS3	Move
Standing (Strikes Heavy)	[illegible] + Ⓐ	[illegible] + ⊗	Left Head Kick
[illegible]	[illegible] + Ⓑ	[illegible] + ◉	[illegible]

SKILLS

STANDING STRIKES OFFENSE	85
STANDING STRIKES DEFENSE	74
STANDING KICKS OFFENSE	62
STANDING KICKS DEFENSE	63
CLINCH STRIKING OFFENSE	67
CLINCH STRIKING DEFENSE	64
GROUND STRIKING OFFENSE	82
GROUND STRIKING DEFENSE	67
CLINCH GRAPPLE OFFENSE	63
CLINCH GRAPPLE DEFENSE	63
TAKEDOWN OFFENSE	56
TAKEDOWN DEFENSE	75
GROUND GRAPPLE OFFENSE	53
GROUND GRAPPLE DEFENSE	64
SUBMISSION OFFENSE	64
SUBMISSION DEFENSE	80

STATISTICS

AGE
30

BIRTHDATE
2/28/79

WEIGHT
205 LBS.

HIEGHT
6'2"

REACH
75.5"

NATIONALITY

HOMETOWN
MANCHESTER, ENGLAND

FIGHTING OUT OF
MANCHESTER, ENGLAND

RECORD *(AS OF PRESS DATE)*

OVERALL RECORD: 18-1-0-0

UFC WINS: 7 **UFC LOSSES: 1**

UFC Light Heavyweight Division

Michael Bisping

"THE BARBARIAN" TIM BOETSCH

Tim Boetsch is a formidable clinch striker.

Tim Boetsch's 8-3 record would be noteworthy on its own, but considering that Boetsch was a late replacement for another fighter in his first two UFC fights, it's even more impressive. With only 10 days to prepare for his UFC debut, he earned a first-round TKO victory over David Heath at UFC 81. Two months later, he fought at UFC Fight Night 13 on six weeks' notice, losing via a second-round TKO to Matt Hamill. Since then, he's racked up a first-round TKO victory at UFC 88 over Michael Pitt and suffered a unanimous decision loss to Jason Brilz at UFC 96.

Boetsch is strongest in the clinch, where his formidable clinch striking and grappling offense can inflict significant damage on an opponent. He also has a lethal standing strikes offense, if you prefer to stay at striking range. His high strength puts some serious power behind his shots, so look for a KO or TKO victory. However, Boetsch's defense is only average or slightly above across the board, with the exception of his takedown defense. Push the pace, stay on offense as much as possible, and keep the fight standing to maximize your chances of victory.

TECHNIQUES

STRIKING
KICKBOXING

GRAPPLING
WRESTLING

ATTRIBUTES

OVERALL RATING	79
STRENGTH	75
SPEED	48
CARDIO	51

SKILLS

STANDING STRIKES OFFENSE	80
STANDING STRIKES DEFENSE	62
STANDING KICKS OFFENSE	57
STANDING KICKS DEFENSE	56
CLINCH STRIKING OFFENSE	73
CLINCH STRIKING DEFENSE	50
GROUND STRIKING OFFENSE	63
GROUND STRIKING DEFENSE	48
CLINCH GRAPPLE OFFENSE	70
CLINCH GRAPPLE DEFENSE	57
TAKEDOWN OFFENSE	64
TAKEDOWN DEFENSE	70
GROUND GRAPPLE OFFENSE	42
GROUND GRAPPLE DEFENSE	50
SUBMISSION OFFENSE	50
SUBMISSION DEFENSE	48

STATISTICS

AGE
28

BIRTHDATE
1/28/81

WEIGHT
205 LBS.

HIEGHT
6'0"

REACH
75"

NATIONALITY

HOMETOWN
CAMDEN, ME

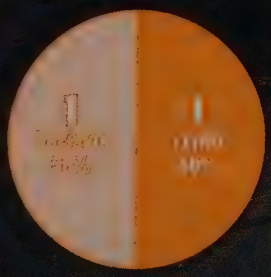
FIGHTING OUT OF
SUNBURY, PA

RECORD (AS OF PRESS DATE)

OVERALL RECORD: 8-3-0-0

UFC WINS: 2

UFC LOSSES: 2



UFC Light Heavyweight Division

Tim Boetsch

"THE AMERICAN PSYCHO"
STEPHAN BONNAR

Put Bonnar's leg kicks to good use and erode your opponent's vertical base.

Stephan Bonnar became one of UFC's first mainstream stars when he fought Forrest Griffin to a very close decision at the inaugural *The Ultimate Fighter* finale. Bonnar lost the fight but won a UFC contract with his performance. He holds a submission victory over James Irvin and a decision win over Keith Jardine, as well as a pair of decision losses to Forrest Griffin and one to Rashad Evans.

On paper, Bonnar is only a modestly above average fighter, but his greatest strength is the versatility of his offense. Not only does he have formidable standing kicks offense and defense, he's also a submission specialist with solid ground grapple skills. With the exception of his ground striking defense and takedown defense, his defensive skills are all well above average, making it tough for an opponent to finish him. Many of Bonnar's fights will end in a decision, so be sure to keep the judges' scorecard in mind during the bout. Land strikes and kicks when you're standing, and continually work to advance your position when you're on the ground.

TECHNIQUES

STRIKING
KICKBOXING

GRAPPLING
BJJ

ATTRIBUTES

OVERALL RATING	80
STRENGTH	47
SPEED	55
CARDIO	61

SKILLS

STANDING STRIKES OFFENSE	52
STANDING STRIKES DEFENSE	64
STANDING KICKS OFFENSE	71
STANDING KICKS DEFENSE	71
CLINCH STRIKING OFFENSE	56
CLINCH STRIKING DEFENSE	73
GROUND STRIKING OFFENSE	47
GROUND STRIKING DEFENSE	49
CLINCH GRAPPLE OFFENSE	56
CLINCH GRAPPLE DEFENSE	58
TAKEDOWN OFFENSE	50
TAKEDOWN DEFENSE	49
GROUND GRAPPLE OFFENSE	69
GROUND GRAPPLE DEFENSE	63
SUBMISSION OFFENSE	72
SUBMISSION DEFENSE	65

STATISTICS

AGE
32

BIRTHDATE
4/4/77

WEIGHT
205 LBS.

HIEGHT
6'4"

REACH
78"

NATIONALITY

HOMETOWN
MUNSTER, IN

FIGHTING OUT OF
LAS VEGAS, NV

RECORD *(AS OF PRESS DATE)*

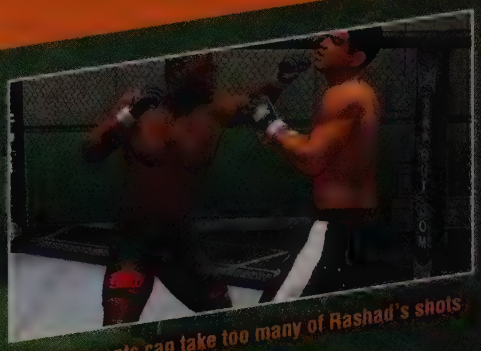
OVERALL RECORD: 14-5-0-0

UFC WINS: 5 **UFC LOSSES: 4**

UFC Light Heavyweight Division

Stephan Bonnar

"SUGA" RASHAD EVANS



Few opponents can take too many of Rashad's shots to the head.

Not only is UFC Light Heavyweight Champion "Suga" Rashad Evans undefeated in the UFC, he holds no losses on his professional record at all, an amazing accomplishment for a fighter with 19 fights to his name. Since being crowned the Ultimate Fighter as a heavyweight in the series' second season, Rashad has beaten Stephan Bonnar (decision), Michael Bisping (decision), Chuck Liddell (KO), and Forrest Griffin (TKO), among others. He is currently scheduled to defend his UFC Light Heavyweight Championship at UFC 98 against fellow unbeaten Lyoto Machida.

Rashad Evans is blessed with a trifecta of natural gifts: speed, strength, and cardio. On top of that, he has lights-out standing strike power and an equally impressive ability to take a punch. His clinch grapple skills are nearly as formidable, and his high takedown offense and defense means that the fight will generally go where Rashad wants it to go. The closest things he has to weaknesses are merely above average standing kicks and ground grapple defense, and no one will confuse Rashad with a submission specialist. But these are mere asterisks in the profile of one of the UFC's greatest all-around fighters.

TECHNIQUES

STRIKING
BOXING

GRAPPLING
WRESTLING

ATTRIBUTES

OVERALL RATING	93
STRENGTH	71
SPEED	74
CARDIO	73

SPECIAL TECHNIQUES

The following moves are uniquely available to Rashad Evans:

Condition	Xbox 360	PS3	Move
Standing (Striking Range)	▱ + Ⓐ	■ + ○	Right Head Kick

SKILLS

STANDING STRIKES OFFENSE	85
STANDING STRIKES DEFENSE	85
STANDING KICKS OFFENSE	73
STANDING KICKS DEFENSE	64
CLINCH STRIKING OFFENSE	59
CLINCH STRIKING DEFENSE	74
GROUND STRIKING OFFENSE	79
GROUND STRIKING DEFENSE	82
CLINCH GRAPPLE OFFENSE	81
CLINCH GRAPPLE DEFENSE	82
TAKEDOWN OFFENSE	82
TAKEDOWN DEFENSE	80
GROUND GRAPPLE OFFENSE	62
GROUND GRAPPLE DEFENSE	62
SUBMISSION OFFENSE	54
SUBMISSION DEFENSE	71

STATISTICS

AGE
29

BIRTHDATE
9/25/79

WEIGHT
205 LBS.

HIEGHT
5'11"

REACH
74.5"

NATIONALITY

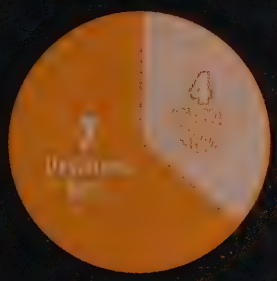
HOMETOWN
NIAGARA FALLS, NY

FIGHTING OUT OF
ALBUQUERQUE, NM

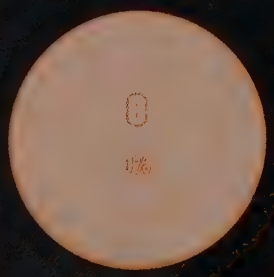
RECORD (AS OF PRESS DATE)

OVERALL RECORD: 18-0-1-0

UFC WINS: 11



UFC LOSSES: 0



UFC Light Heavyweight Division

Rashad Evans

"ACE" RICH FRANKLIN

Franklin is a pure striker, with plenty of KO power.

With only four losses in over 30 professional fights, there's no question that Rich "Ace" Franklin has established himself as one of the truly elite competitors in UFC's Middleweight and Light Heavyweight Divisions. The former high school math teacher won the UFC Middleweight Championship from Evan Tanner at UFC 53. He held it for over a year before losing it to the current champion, Anderson Silva, at UFC 64.

Following a second loss to Anderson Silva at UFC 77 (only his second UFC loss ever), Franklin returned to the UFC Light Heavyweight Division, where he scored a third-round TKO at UFC 88 over Matt Hamill and suffered a split-decision loss to Dan Henderson in the main event of UFC 93. He is currently scheduled to face Wanderlei Silva at UFC 93.

In addition to his great speed and cardio, Rich Franklin has tremendous offensive abilities across the board. His standing strikes and clinch grapple offense are among the most feared in the UFC, and he also has formidable standing kicks, clinch striking, and ground striking offense. However, his clinch striking defense is merely average, which is a significant weakness when facing skilled Muay Thai fighters like Anderson Silva. Take advantage of Franklin's high takedown defense to stay on your feet. Pick apart an opponent over the course of two or three rounds with standing strikes and kicks for a KO or TKO victory. With Franklin's high cardio, your opponent is almost certain to fatigue more quickly over the course of the fight, so there's no need to rush things.

TECHNIQUES

STRIKING
BOXING

GRAPPLING
WRESTLING

ATTRIBUTES

OVERALL RATING	88
STRENGTH	58
SPEED	69
CARDIO	68

SKILLS

STANDING STRIKES OFFENSE	82
STANDING STRIKES DEFENSE	73
STANDING KICKS OFFENSE	73
STANDING KICKS DEFENSE	65
CLINCH STRIKING OFFENSE	73
CLINCH STRIKING DEFENSE	50
GROUND STRIKING OFFENSE	70
GROUND STRIKING DEFENSE	66
CLINCH GRAPPLE OFFENSE	85
CLINCH GRAPPLE DEFENSE	56
TAKEDOWN OFFENSE	64
TAKEDOWN DEFENSE	80
GROUND GRAPPLE OFFENSE	64
GROUND GRAPPLE DEFENSE	61
SUBMISSION OFFENSE	60
SUBMISSION DEFENSE	79

STATISTICS

AGE
34

BIRTHDATE
10/5/74

WEIGHT
205 LBS.

HIEGHT
6'1"

REACH
75"

NATIONALITY

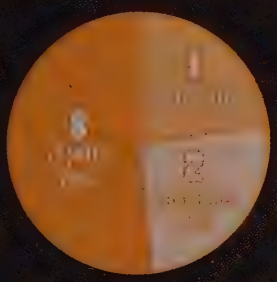
HOMETOWN
CINCINNATI, OH

FIGHTING OUT OF
CINCINNATI, OH

RECORD (AS OF PRESS DATE)

OVERALL RECORD: 26-4-0-1

UFC WINS: 11

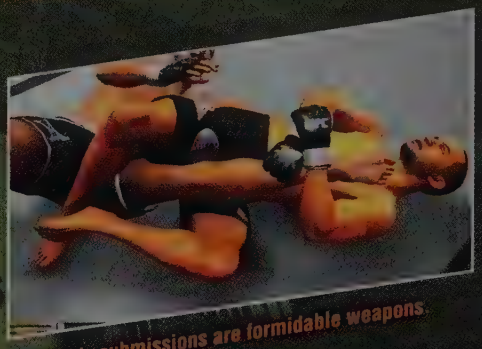


UFC LOSSES: 3

UFC Light Heavyweight Division

Rich Franklin

WILSON GOUVEIA



Gouveia's submissions are formidable weapons.

Wilson Gouveia got off to a rocky start in the UFC, losing via unanimous decision to Keith Jardine at the UFC Ultimate Fighter 3 Finale, but he quickly made up for it with four consecutive victories in fights that didn't go past the first minute of the second round. Since then, he's gone 2-2, including a submission victory over Jason MacDonald and a hard-fought TKO loss against Nate Marquardt.

Gouveia is primarily a submission fighter, with all but one of his UFC victories coming via tap out. His submission offense is off the charts, with a similarly high submission defense. He has a tremendous ground game, with superior ground grapple offense and respectable ground striking offense, so put his high takedown offense to good use at every opportunity. Stay out of the clinch as much as possible, as Gouveia's clinch defense is not so hot. And don't try to stand with strikers, or you'll wind up rocked quickly.

TECHNIQUES

STRIKING
BOXING

GRAPPLING
BJJ

ATTRIBUTES

OVERALL RATING	84
STRENGTH	56
SPEED	58
CARDIO	48

SKILLS

STANDING STRIKES OFFENSE	66
STANDING STRIKES DEFENSE	48
STANDING KICKS OFFENSE	58
STANDING KICKS DEFENSE	58
CLINCH STRIKING OFFENSE	62
CLINCH STRIKING DEFENSE	49
GROUND STRIKING OFFENSE	68
GROUND STRIKING DEFENSE	62
CLINCH GRAPPLE OFFENSE	73
CLINCH GRAPPLE DEFENSE	49
TAKEDOWN OFFENSE	73
TAKEDOWN DEFENSE	58
GROUND GRAPPLE OFFENSE	83
GROUND GRAPPLE DEFENSE	69
SUBMISSION OFFENSE	92
SUBMISSION DEFENSE	87

STATISTICS

AGE
30

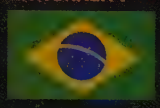
BIRTHDATE
10/3/78

WEIGHT
205 LBS.

HEIGHT
6'1"

REACH
76"

NATIONALITY



HOMETOWN
FORTALEZA, BRAZIL

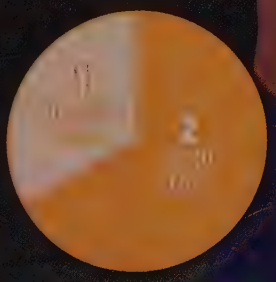
FIGHTING OUT OF
COCONUT CREEK, FL

RECORD (AS OF PRESS DATE)

OVERALL RECORD: 12-6-0-0

UFC WINS: 6

UFC LOSSES: 3



UFC Light Heavyweight Division

Wilson Gouveia

FORREST GRIFFIN

Not only is Forrest Griffin a former UFC Light Heavyweight Champion, he's also one of the main reasons UFC has achieved such tremendous popularity. His victory over Stephan Bonnar at the first Ultimate Fighter Finale drew overwhelming mainstream attention, and UFC's Dana White dubbed it "the most important fight in UFC history."

Since earning his UFC contract, Forrest has prevailed over some of the UFC's top names, including Shogun Rua and Rampage Jackson, who he defeated for the UFC Light Heavyweight Championship. And although he lost the title to Rashad Evans in his first defense, there's no question that Forrest will remain a force to be reckoned with in the UFC for years to come. He begins his journey back toward the UFC Light Heavyweight Championship at UFC 101, when he is scheduled to face Anderson Silva.

Forrest's signature Left Leg Kick not only damages your opponent, it also weakens his kicks and slows his movement.

Forrest has great speed and phenomenal cardio, both of which allow him to control the pace of a fight and pick his opportunities. He's an equally gifted striker and grappler, so your strategy should be tailored to take advantage of your opponent's weaknesses. If you're looking for a KO or TKO victory, use Forrest's standing kicks to bring the pain, especially his signature Left Leg Kick. Your best bet for a submission win is to use Forrest's tremendous ground grapple offense to advance your position and look for submission opportunities. Although he's by no means helpless in the clinch, it's not Forrest's strong suit, either defensively or offensively, so stay at striking range or on the ground as much as possible.

TECHNIQUES

STRIKING
KICKBOXING

GRAPPLING
BJJ

ATTRIBUTES

OVERALL RATING	90
STRENGTH	58
SPEED	69
CARDIO	79

SPECIAL TECHNIQUES

The following moves are uniquely available to Forrest Griffin.

Condition	Xbox 360	PS3	Move
Standing (Striking Range)	Ⓧ	■	Left Hook Standing
[illegible]	■ + Ⓐ	■ + ○	Left Leg Kick
Catch Opponent's Kick	[illegible]	[illegible]	Kick Counter Overhand Punch

SKILLS

STANDING STRIKES OFFENSE	64
STANDING STRIKES DEFENSE	68
STANDING KICKS OFFENSE	86
STANDING KICKS DEFENSE	87
CLINCH STRIKING OFFENSE	60
CLINCH STRIKING DEFENSE	61
GROUND STRIKING OFFENSE	58
GROUND STRIKING DEFENSE	64
CLINCH GRAPPLE OFFENSE	60
CLINCH GRAPPLE DEFENSE	60
TAKEDOWN OFFENSE	61
TAKEDOWN DEFENSE	63
GROUND GRAPPLE OFFENSE	81
GROUND GRAPPLE DEFENSE	80
SUBMISSION OFFENSE	83
SUBMISSION DEFENSE	85

STATISTICS

AGE
30

BIRTHDATE
3/16/79

WEIGHT
205 LBS.

HIEGHT
6'3"

REACH
77"

NATIONALITY

HOMETOWN
COLUMBUS, OH

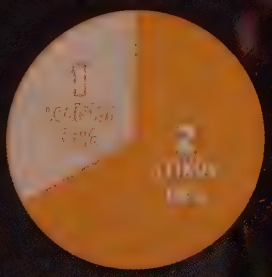
FIGHTING OUT OF
LAS VEGAS, NV

RECORD (AS OF PRESS DATE)

OVERALL RECORD: 16-5-0-0

UFC WINS: 7

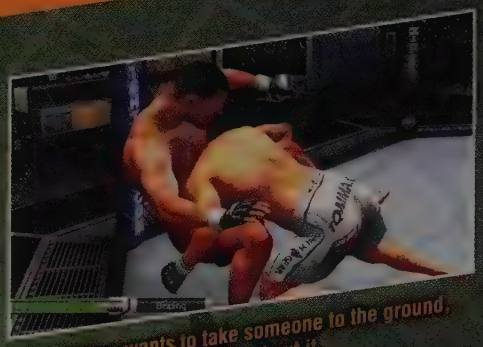
UFC LOSSES: 3



UFC Light Heavyweight Division

Forrest Griffin

"HENDO" DAN HENDERSON



If Henderson wants to take someone to the ground, there's not much he can do about it.

Dan Henderson is one of the true legends of the mixed martial arts world. He spent most of his career in PRIDE, where he was the last PRIDE Welterweight and Middleweight Champion, holding both titles simultaneously. His career dates back to the UFC's earliest days, when he won the UFC Middleweight Tournament at UFC 17. During his time in PRIDE, he emerged victorious in matches with MMA luminaries such as Wanderlei Silva, Kazushiro Nakamura, and Renzo Gracie.

His return to the UFC got off to a rocky start at UFC 75, where UFC Light Heavyweight Champion Rampage Jackson defeated him by unanimous decision. His next fight was against UFC Middleweight Champion Anderson Silva at UFC 82, which Silva won via submission in the second round. However, Henderson followed those losses with wins over Rousimar Palhares and Rich Franklin. He is currently coaching Team USA in the ninth season of *The Ultimate Fighter*, with a match against rival coach Michael Bisping to follow at UFC 100.

Henderson has terrific strength and formidable offensive skills. He's equally lethal with his standing strikes, ground strikes, and clinch strikes. His high takedown offense and defense skills allow him to control where the fight takes place. Tailor your attacks to your opponent's weaknesses, but try to keep the fight standing as much as possible. Henderson's ground grapple and submission skills are only slightly above average.

TECHNIQUES

STRIKING
BOXING

GRAPPLING
WRESTLING

ATTRIBUTES

OVERALL RATING	88
STRENGTH	72
SPEED	56
CARDIO	60

SKILLS

STANDING STRIKES OFFENSE	86
STANDING STRIKES DEFENSE	60
STANDING KICKS OFFENSE	48
STANDING KICKS DEFENSE	74
CLINCH STRIKING OFFENSE	76
CLINCH STRIKING DEFENSE	58
GROUND STRIKING OFFENSE	80
GROUND STRIKING DEFENSE	68
CLINCH GRAPPLE OFFENSE	86
CLINCH GRAPPLE DEFENSE	71
TAKEDOWN OFFENSE	81
TAKEDOWN DEFENSE	83
GROUND GRAPPLE OFFENSE	59
GROUND GRAPPLE DEFENSE	60
SUBMISSION OFFENSE	49
SUBMISSION DEFENSE	59

STATISTICS

AGE
38

BIRTHDATE
8/24/70

WEIGHT
205 LBS.

HEIGHT
6'1"

REACH
74"

NATIONALITY

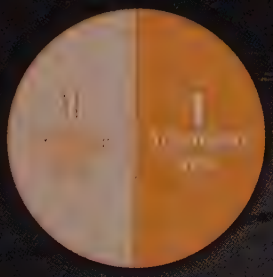
HOMETOWN
DOWNEY, CA

FIGHTING OUT OF
TEMECULA, CA

RECORD *(AS OF PRESS DATE)*

OVERALL RECORD: 24-7-0-0

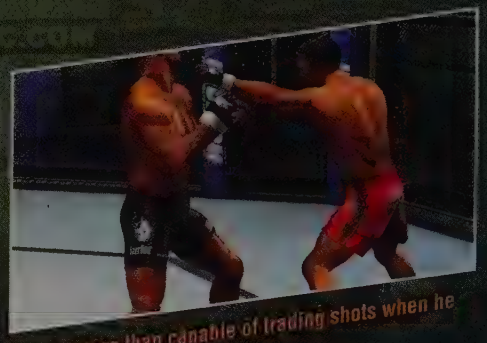
UFC WINS: 4 **UFC LOSSES: 2**



UFC Light Heavyweight Division

Dan Henderson

"THE SANDMAN" JAMES IRVIN



Irvin is more than capable of trading shots when he needs to.

James Irvin's biggest claim to fame is his eight-second TKO of Houston Alexander at UFC Fight Night 13. The ruthlessly efficient victory tied the UFC record for the fastest finish and brought Irvin's professional record to an impressive 14-4-0-1. However, he didn't fare as well in his next fight, which he headlined with Anderson Silva in Silva's light heavyweight debut. Irvin was on the other side of a quick verdict when Silva TKO'ed him a minute into the first round. He's currently scheduled to make his UFC Middleweight Division debut in Fall of 2009.

Irvin is primarily a striker who uses his natural speed to land quick, deadly strikes on his opponents. His standing strikes are more formidable than his kicks, but both can be used to wear down and KO opponents. He's also an underrated submission fighter, with good submission offense and defense. Irvin is less impressive in the clinch and on the ground, so focus primarily on staying at striking range, and use his submission skills only as a fallback if you're unable to make headway with your strikes and kicks.

TECHNIQUES

STRIKING
MUAY THAI

GRAPPLING
BJJ

ATTRIBUTES

OVERALL RATING	81
STRENGTH	59
SPEED	71
CARDIO	59

SKILLS

STANDING STRIKES OFFENSE	72
STANDING STRIKES DEFENSE	61
STANDING KICKS OFFENSE	65
STANDING KICKS DEFENSE	67
CLINCH STRIKING OFFENSE	52
CLINCH STRIKING DEFENSE	64
GROUND STRIKING OFFENSE	60
GROUND STRIKING DEFENSE	61
CLINCH GRAPPLE OFFENSE	47
CLINCH GRAPPLE DEFENSE	57
TAKEDOWN OFFENSE	51
TAKEDOWN DEFENSE	59
GROUND GRAPPLE OFFENSE	53
GROUND GRAPPLE DEFENSE	62
SUBMISSION OFFENSE	70
SUBMISSION DEFENSE	64

STATISTICS

AGE
30

BIRTHDATE
9/12/78

WEIGHT
205 LBS.

HIEGHT
6'2"

REACH
74"

NATIONALITY

HOMETOWN
HUNTINGTON BEACH, CA

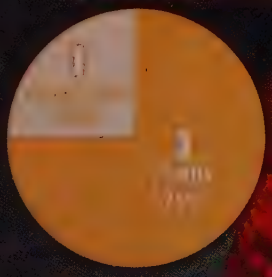
FIGHTING OUT OF
SACRAMENTO, CA

RECORD *(AS OF PRESS DATE)*

OVERALL RECORD: 14-5-0-1

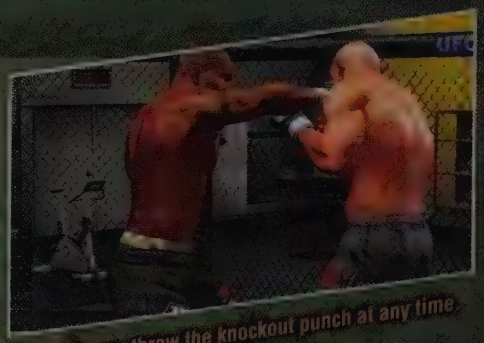
UFC WINS: 5

UFC LOSSES: 4



"RAMPAGE" QUINTON JACKSON

Quinton "Rampage" Jackson is one of UFC's most charismatic and dangerous fighters. A former high school wrestler, Jackson dominated the independent mixed martial arts circuit before stepping up to PRIDE, where he racked up victories over some of MMA's top names, including Chuck Liddell. Jackson faced Liddell again in his second UFC fight, beating him at UFC 71 to become the UFC Light Heavyweight Champion. His next fight at UFC 75 was also a title bout, in which he defeated Glin Henderson by unanimous decision to verify his UFC Light Heavyweight Championship and the PRIDE Middleweight Championship.



Rampage can throw the knockout punch at any time.

Jackson's only UFC loss to date came at UFC 66, when Forrest Griffin won a unanimous decision and Rampage's UFC Light Heavyweight Championship. However, he more than made up for it at UFC 92, when he defeated Wanderlei Silva by KO in the first round, the first time he managed to defeat Silva in their three encounters. And his unanimous decision victory over Keith Jardine at UFC 96 has almost certainly positioned Jackson for another shot at the UFC Light Heavyweight Championship.

Rampage has a lethal combination of strength and speed that augments his incredible standing strikes attack. He's also solid in the clinch, though his offense is stronger than his defense. He has enough cardio to go the distance, and his high takedown offense and defense allows him to control where the fight is fought. As Rampage, you should always be looking for a victory by KO or TKO via standing strikes, especially with his patented Right Ducking Uppercut. However, you also have the luxury of scoring points with the judges in just about any situation, so going for the victory by decision is a legitimate fallback plan.

TECHNIQUES

STRIKING
BOXING

GRAPPLING
WRESTLING

ATTRIBUTES

OVERALL RATING	91
STRENGTH	88
SPEED	75
CARDIO	67

SPECIAL TECHNIQUES

The following move is uniquely available to Rampage Jackson:

Condition	Xbox 360	PS3	Move
Standing (Swing Punch)	[illegible]	[illegible]	Right Ducking Uppercut

SKILLS

STANDING STRIKES OFFENSE	92
STANDING STRIKES DEFENSE	86
STANDING KICKS OFFENSE	49
STANDING KICKS DEFENSE	57
CLINCH STRIKING OFFENSE	80
CLINCH STRIKING DEFENSE	56
GROUND STRIKING OFFENSE	82
GROUND STRIKING DEFENSE	68
CLINCH GRAPPLE OFFENSE	85
CLINCH GRAPPLE DEFENSE	72
TAKEDOWN OFFENSE	83
TAKEDOWN DEFENSE	82
GROUND GRAPPLE OFFENSE	60
GROUND GRAPPLE DEFENSE	62
SUBMISSION OFFENSE	43
SUBMISSION DEFENSE	75

STATISTICS

AGE
30

BIRTHDATE
6/20/78

WEIGHT
205 LBS.

HEIGHT
6'1"

REACH
76"

NATIONALITY

HOMETOWN
MEMPHIS, TN

FIGHTING OUT OF
IRVINE, CA

RECORD (AS OF PRESS DATE)

OVERALL RECORD: 30-7-0-0

UFC WINS: 5

UFC LOSSES: 1

UFC Light Heavyweight Division

Quinton Jackson

"THE DEAN OF MEAN" KEITH JARDINE

Stay on your feet and use Jardine's kicks to pick apart your opponent.

After establishing a dominant reputation on the Independent MMA scene, Keith Jardine came to the UFC as a heavyweight contestant on the second season of *The Ultimate Fighter*. Although he was knocked out of the competition by Rashad Evans, Jardine was still given an opportunity to compete in the UFC. And he made the most of it, defeating some of the UFC's most high-profile fighters, including Forrest Griffin, Chuck Liddell, and Brandon Vera. Although his last fight with Rampage Jackson at UFC 95 ended in defeat by unanimous decision, there's little doubt that "The Dean of Mean" will continue as a force to be reckoned with in UFC's Light Heavyweight Division.

When fighting as Keith Jardine, keep in mind that his best defense is a good offense. In virtually every category, his offensive skills are significantly sharper than his defense. He also has high cardio, so he's less prone to getting gassed after letting his hands and feet fly. Jardine's most potent offense is his standing kicks, although his standing strikes aren't too shabby either. He's especially vulnerable on the ground and in the clinch, so make every effort to keep the fight standing and your opponent on the defensive.

TECHNIQUES

STRIKING
KICKBOXING

GRAPPLING
WRESTLING

ATTRIBUTES

OVERALL RATING	79
STRENGTH	60
SPEED	59
CARDIO	72

SKILLS

STANDING STRIKES OFFENSE	75
STANDING STRIKES DEFENSE	53
STANDING KICKS OFFENSE	85
STANDING KICKS DEFENSE	69
CLINCH STRIKING OFFENSE	58
CLINCH STRIKING DEFENSE	47
GROUND STRIKING OFFENSE	61
GROUND STRIKING DEFENSE	56
CLINCH GRAPPLE OFFENSE	65
CLINCH GRAPPLE DEFENSE	48
TAKEDOWN OFFENSE	52
TAKEDOWN DEFENSE	62
GROUND GRAPPLE OFFENSE	50
GROUND GRAPPLE DEFENSE	49
SUBMISSION OFFENSE	52
SUBMISSION DEFENSE	55

STATISTICS

AGE
33

BIRTHDATE
10/31/75

WEIGHT
205 LBS.

HIEGHT
6'2"

REACH
76"

NATIONALITY

HOMETOWN
BUTTE, MT

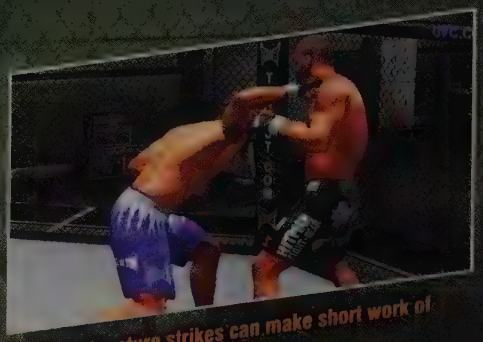
FIGHTING OUT OF
ALBUQUERQUE, NM

RECORD (AS OF PRESS DATE)

OVERALL RECORD: 14-6-1-0

UFC WINS: 6 **UFC LOSSES: 5**

"THE ICEMAN" CHUCK LIDDELL



Chuck's signature strikes can make short work of any opponent.

Chuck Liddell has a legitimate claim to the title of most feared striker in all of mixed martial arts. Most of his career victories have come via KO or TKO, with Tito Ortiz and Randy Couture each suffering a pair of defeats at the heavy hands of Liddell. After stopping Couture for the UFC Light Heavyweight Championship at UFC 52, Liddell successfully defended it an astounding four times over two years before finally succumbing to PRIDE rival Rampage Jackson at UFC 71. With a decision victory over the legendary Wanderlei Silva at UFC 79, Liddell cemented his legacy as one of the greatest 205-pounders of all-time.

Two-thirds of Liddell's UFC victories have come by KO or TKO, so your strategy when fighting as him should be straightforward: Remain standing at striking range as much as possible, and use Liddell's standing strikes—especially his trademark Left Straight to the Body and Overhand Right—to break down your opponent's defenses and rock him. Liddell has outstanding takedown defense, which is good, because his ground skills are his weakest point. Liddell has high standing and clinch defense ratings, so don't be afraid to take a hit or two if it means you can return the favor.

TECHNIQUES

STRIKING
KICKBOXING

GRAPPLING
WRESTLING

ATTRIBUTES

OVERALL RATING	88
STRENGTH	69
SPEED	60
CARDIO	56

SPECIAL TECHNIQUES

The following moves are uniquely available to Chuck Liddell:

Condition	Xbox 360	PS3	Move
Standing (Striking Range)	B + X	■ + ✕	Left Straight to the Body
Standing (Striking Range)	■ + X	■ + ✕	[illegible]

SKILLS

STANDING STRIKES OFFENSE	82
STANDING STRIKES DEFENSE	80
STANDING KICKS OFFENSE	72
STANDING KICKS DEFENSE	85
CLINCH STRIKING OFFENSE	61
CLINCH STRIKING DEFENSE	80
GROUND STRIKING OFFENSE	57
GROUND STRIKING DEFENSE	65
CLINCH GRAPPLE OFFENSE	55
CLINCH GRAPPLE DEFENSE	92
TAKEDOWN OFFENSE	53
TAKEDOWN DEFENSE	88
GROUND GRAPPLE OFFENSE	51
GROUND GRAPPLE DEFENSE	59
SUBMISSION OFFENSE	44
SUBMISSION DEFENSE	72

STATISTICS

AGE
39

BIRTHDATE
12/17/69

WEIGHT
205 LBS.

HEIGHT
6'2"

REACH
76"

NATIONALITY

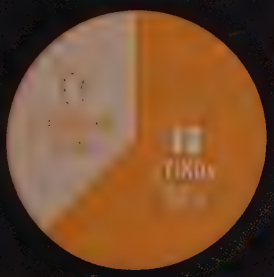
HOMETOWN
SANTA BARBARA, CA

FIGHTING OUT OF
SAN LUIS OBISPO, CA

RECORD *(AS OF PRESS DATE)*

OVERALL RECORD: 21-7-0-0

UFC WINS: 16



UFC LOSSES: 6

UFC Light Heavyweight Division

Chuck Liddell

"THE DRAGON" LYOTO MACHIDA

Machida's defense is almost impenetrable. Use it to outlast your opponents.

Since entering the world of mixed martial arts in 2003, Lyoto Machida has won every single fight in which he's competed. His first three UFC fights ended in unanimous decisions, and he added a fourth UFC decision victory at UFC 84, when he defeated Tito Ortiz in Ortiz's last UFC appearance to date. A shocking first-round KO win over Thiago Silva at UFC 94 earned Machida a UFC Light Heavyweight Championship match against the also undefeated Rashad Evans at UFC 98.

More than half of Machida's career victories have come via decision, so using him effectively means adopting a very patient and elusive style. His phenomenal speed and cardio guarantee that he can beat practically any opponent to the punch, but his relatively low strength limits his stopping power. Defensively, Machida is strongest when standing at striking range, although his ground and clinch defense are also quite high. His most formidable offensive tools are his standing kicks, ground grapples, and submissions. But again, don't go into the fight as the aggressor. Counter and retaliate as opportunities present themselves, and the judge's scorecards should favor you.

TECHNIQUES

STRIKING
KICKBOXING

GRAPPLING
BJJ

ATTRIBUTES

OVERALL RATING	92
STRENGTH	49
SPEED	80
CARDIO	74

SKILLS

STANDING STRIKES OFFENSE	53
STANDING STRIKES DEFENSE	86
STANDING KICKS OFFENSE	87
STANDING KICKS DEFENSE	86
CLINCH STRIKING OFFENSE	49
CLINCH STRIKING DEFENSE	75
GROUND STRIKING OFFENSE	48
GROUND STRIKING DEFENSE	76
CLINCH GRAPPLE OFFENSE	55
CLINCH GRAPPLE DEFENSE	79
TAKEDOWN OFFENSE	62
TAKEDOWN DEFENSE	74
GROUND GRAPPLE OFFENSE	79
GROUND GRAPPLE DEFENSE	82
SUBMISSION OFFENSE	86
SUBMISSION DEFENSE	83

STATISTICS

AGE
30

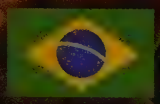
BIRTHDATE
5/30/78

WEIGHT
205 LBS.

HIEGHT
6'1"

REACH
73"

NATIONALITY



HOMETOWN
SALVADOR, BRAZIL

FIGHTING OUT OF
BELEM, BRAZIL

RECORD (AS OF PRESS DATE)

OVERALL RECORD: 14-0-0-0

UFC WINS: 6 **UFC LOSSES: 0**

KAZUHIRO NAKAMURA

When in doubt, use Nakamura's high takedown offense to bring the fight to the ground.

Kazuhiro Nakamura has faced some of the biggest names in mixed martial arts during his time with the UFC and PRIDE, including Minotauro Nogueira, Dan Henderson, Wanderlei Silva, Shogun Rua, and Lyoto Machida. Unfortunately, most of those fights haven't gone the way Nakamura would have preferred. Nakamura's last fight was a TKO loss to Sokoudjou at UFC 84, which ended in a leg injury to the Japanese judo fighter. Time will tell if Nakamura can return to the UFC and continue his career.

You've got your work cut out for you if you're fighting as Nakamura. His natural attributes and fighting strengths are generally pretty average, although he does have a few moderate strengths. His above-average cardio helps him go the distance, and his high takedown offense makes good use of his decent ground grapple offense. Your best bet is to try to fight to a decision by attacking your opponent's weaker points. For example, if you're facing a striker, shoot for the takedown and keep him on the mat. Limit your opponent's ability to inflict damage, and focus on scoring points by landing strikes and advancing your ground position. Hopefully the judges will reward your work ethic.

TECHNIQUES

STRIKING
BOXING

GRAPPLING
JUDO

ATTRIBUTES

OVERALL RATING	76
STRENGTH	48
SPEED	47
CARDIO	62

SKILLS

STANDING STRIKES OFFENSE	48
STANDING STRIKES DEFENSE	66
STANDING KICKS OFFENSE	47
STANDING KICKS DEFENSE	48
CLINCH STRIKING OFFENSE	47
CLINCH STRIKING DEFENSE	57
GROUND STRIKING OFFENSE	53
GROUND STRIKING DEFENSE	64
CLINCH GRAPPLE OFFENSE	55
CLINCH GRAPPLE DEFENSE	61
TAKEDOWN OFFENSE	69
TAKEDOWN DEFENSE	54
GROUND GRAPPLE OFFENSE	63
GROUND GRAPPLE DEFENSE	52
SUBMISSION OFFENSE	53
SUBMISSION DEFENSE	58

STATISTICS

AGE
30

BIRTHDATE
2/21/79

WEIGHT
205 LBS.

HIEGHT
5'10"

REACH
70"

NATIONALITY

HOMETOWN
FUKUYAMA, HIROSHIMA, JAPAN

FIGHTING OUT OF
TOKYO, JAPAN

RECORD (AS OF PRESS DATE)

OVERALL RECORD: 13-9-0-0

UFC WINS: 0 **UFC LOSSES: 2**

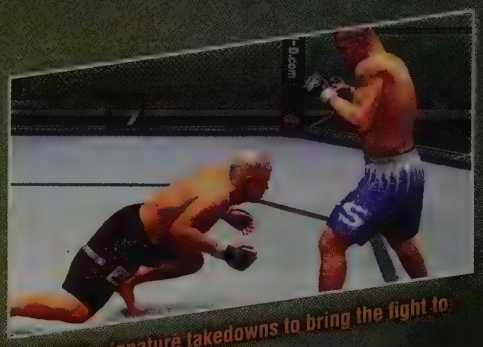
UFC Light Heavyweight Division

Kazuhiro Nakamura

"THE HUNTINGTON BEACH BAD BOY"

TITO ORTIZ

Tito Ortiz is one of the most controversial fighters in mixed martial arts, but no one can deny that he was also one of its greatest competitors in his prime. After defeating Wanderlei Silva for the UFC Light Heavyweight Championship in 2002 at UFC 25, Ortiz successfully defended the title five times in three years before losing it via decision to Randy Couture at UFC 44. Following a turn as a coach on *The Ultimate Fighter*, Ortiz fought and defeated Ken Shamrock twice. He then suffered a loss to Chuck Liddell at UFC 66, a draw against Rashad Evans at UFC 73, and another loss to Lyoto Machida via unanimous decision at UFC 84. Ortiz has not set foot in the Octagon since his match against Machida, but only time will tell if the Huntington Beach Bad Boy and UFC have parted ways for good.



Use Tito's signature takedowns to bring the fight to the ground.

Tito Ortiz has tremendous cardio, so your best bet for victory when controlling him is to outlast your opponent and wait until he's fatigued. Ortiz's standing defense is higher than his ground defense, so try to stay standing as much as possible, and shoot for a takedown or clinch grapple when the time is right. His three signature takedown maneuvers (Shoot to Double Leg, Shoot to Left Leg, and Shoot to Right Leg Takedown) are especially effective and very difficult for an opponent to counter. Once you have your opponent on the ground, advance your position and lay in some stiff shots backed by Tito's high ground striking offense to pick up a victory by KO or TKO.

TECHNIQUES

STRIKING
BOXING

GRAPPLING
WRESTLING

ATTRIBUTES

OVERALL RATING	86
STRENGTH	62
SPEED	56
CARDIO	80

SPECIAL TECHNIQUES

The following moves are uniquely available to Tito Ortiz:

Condition	Xbox 360	PS3	Move
Standing (Disengaged or Probing Range)	[illegible] + [illegible]	[illegible] + [illegible]	Shoot to Double Leg Takedown
Standing (Disengaged or Probing Range)	[illegible] + [illegible]	[illegible] + [illegible]	Shoot to Right Single Leg Takedown
Standing (Disengaged or Probing Range)	[illegible] + [illegible]	[illegible] + [illegible]	Shoot to Left Single Leg Takedown
Standing (Probing Range)	[illegible] + B	[illegible] + [illegible]	Right Hand Kick

SKILLS

STANDING STRIKES OFFENSE	64
STANDING STRIKES DEFENSE	73
STANDING KICKS OFFENSE	48
STANDING KICKS DEFENSE	73
CLINCH STRIKING OFFENSE	57
CLINCH STRIKING DEFENSE	60
GROUND STRIKING OFFENSE	78
GROUND STRIKING DEFENSE	63
CLINCH GRAPPLE OFFENSE	82
CLINCH GRAPPLE DEFENSE	83
TAKEDOWN OFFENSE	81
TAKEDOWN DEFENSE	68
GROUND GRAPPLE OFFENSE	59
GROUND GRAPPLE DEFENSE	60
SUBMISSION OFFENSE	51
SUBMISSION DEFENSE	59

STATISTICS

AGE
34

BIRTHDATE
1/23/75

WEIGHT
205 LBS.

HIEGHT
6'2"

REACH
74"

NATIONALITY

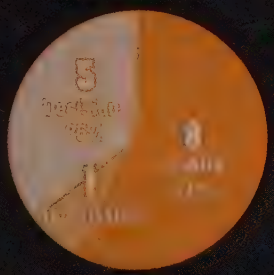
HOMETOWN
HUNTINGTON BEACH, CA

FIGHTING OUT OF
HUNTINGTON BEACH, CA

RECORD (AS OF PRESS DATE)

OVERALL RECORD: 16-6-1-0

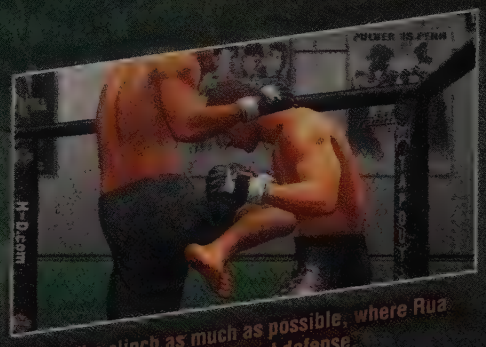
UFC WINS: 14 **UFC LOSSES: 6**



UFC Light Heavyweight Division

Tito Ortiz

"SHOGUN" MAURICIO RUA



Stay in the clinch as much as possible, where Rua benefits from high offense and defense.

During his three-and-a-half years as a PRIDE fighter, Mauricio "Shogun" Rua earned impressive victories over some of the best fighters in the world, including Rampage Jackson and Minotoro Nogueira. His only loss was a first-round TKO against Mark Coleman, which he avenged during his second UFC fight when he defeated Coleman via TKO at UFC 93. Although his UFC debut at UFC 76 against Forrest Griffin ended with a Griffin victory, Rua reestablished his dominant reputation with a TKO of Chuck Liddell at UFC 97.

Shogun Rua is generally stronger on offense than defense, and the vast majority of his victories are first-round KOs or TKOs. Rua's most potent offensive weapons are his standing kicks, clinch strikes, ground grapples, and submissions, so you should tailor your attacks to your opponent's weakest defenses. Rua's defensive weak points are his vulnerability to standing strikes and takedowns, so try to remain in the clinch or on the ground as much as possible. Push the pace of the fight and look for the quick stoppage, because Rua's modest cardio means he starts to struggle in the later rounds.

TECHNIQUES

STRIKING
MUAY THAI

GRAPPLING
BJJ

ATTRIBUTES

OVERALL RATING	87
STRENGTH	57
SPEED	57
CARDIO	48

SKILLS

STANDING STRIKES OFFENSE	57
STANDING STRIKES DEFENSE	50
STANDING KICKS OFFENSE	82
STANDING KICKS DEFENSE	70
CLINCH STRIKING OFFENSE	81
CLINCH STRIKING DEFENSE	70
GROUND STRIKING OFFENSE	74
GROUND STRIKING DEFENSE	63
CLINCH GRAPPLE OFFENSE	75
CLINCH GRAPPLE DEFENSE	59
TAKEDOWN OFFENSE	63
TAKEDOWN DEFENSE	50
GROUND GRAPPLE OFFENSE	80
GROUND GRAPPLE DEFENSE	81
SUBMISSION OFFENSE	85
SUBMISSION DEFENSE	69

STATISTICS

AGE
27

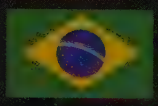
BIRTHDATE
11/25/81

WEIGHT
205 LBS.

HEIGHT
6'1"

REACH
75"

NATIONALITY



HOMETOWN
CURITIBA, BRAZIL

FIGHTING OUT OF
CURITIBA, BRAZIL

RECORD *(AS OF PRESS DATE)*

OVERALL RECORD: 18-3-0-0

UFC WINS: 2 **UFC LOSSES: 1**

"THE SPIDER" ANDERSON SILVA

Anderson "The Spider" Silva is one of the most feared Muay Thai fighters in the world, with a clinch that pulls in and paralyzes his opponents just like his arachnid namesake. After a dominating run in PRIDE and on the Independent MMA circuit, Silva came to UFC in 2006 as a middleweight, promptly knocking out Chris Leben within the first minute of his debut's first round. His second fight took place at UFC 64, where he scored a TKO victory against UFC Middleweight Champion Rich Franklin, beginning a title reign that is now in its third year.

"The Spider" absolutely dominates his opponents in the Muay Thai Clinch.

Since winning the UFC Middleweight Championship, Silva has gone undefeated in the UFC, with victories over Nate Marquardt and Dan Henderson, and a second win over Rich Franklin to his credit. Only one of Silva's title defenses has gone the distance. Ever in search of a challenge, Silva stepped up in the UFC Light Heavyweight Division for a fight against James Irvin, who he obliterated with a KO at 1:01 of the very first round. After defending his UFC Middleweight Championship for a record fifth time at UFC 97 against Thales Leites, he is scheduled to go back to 205 pounds to face Forrest Griffin at UFC 101.

Although Anderson Silva is by no means a one-dimensional fighter, his Muay Thai clinch is the ultimate weapon, and you should always look for opportunities to cinch it in. The speed and power of his clinch striking and grappling offense crushes most fighters, and his high clinch defense makes it unlikely that anyone will get the upper hand on him in the clinch. Silva is also an extremely talented standing striker, with high strike and kick offense and superior standing defense. His signature Right High Front Kick and Left Flying Knee are two of the most devastating attacks in the UFC.

Silva is a less effective fighter on the ground, where he suffers from low offensive ability, but his high ground defense helps keep him out of trouble. If an opponent takes you down, focus on regaining the advantage and getting back to your feet. Don't limit Silva's effectiveness by trying to fight on the ground, because his standing and clinch offense is vastly superior to his ground game.

TECHNIQUES

STRIKING
MUAY THAI

GRAPPLING
BJJ

ATTRIBUTES

OVERALL RATING	93
STRENGTH	55
SPEED	72
CARDIO	63

SPECIAL TECHNIQUES

The following moves are uniquely available to Anderson Silva:

Condition	Xbox 360	PS3	Move
Standing (Striking Range)	[illegible] + Ⓐ	[illegible] + ○	Front High Front Kick
Standing (Striking Range)	[illegible] + Ⓐ	[illegible] + ○	Left Flying Knee

SKILLS

STANDING STRIKES OFFENSE	71
STANDING STRIKES DEFENSE	80
STANDING KICKS OFFENSE	87
STANDING KICKS DEFENSE	86
CLINCH STRIKING OFFENSE	88
CLINCH STRIKING DEFENSE	82
GROUND STRIKING OFFENSE	61
GROUND STRIKING DEFENSE	74
CLINCH GRAPPLE OFFENSE	79
CLINCH GRAPPLE DEFENSE	75
TAKEDOWN OFFENSE	58
TAKEDOWN DEFENSE	72
GROUND GRAPPLE OFFENSE	52
GROUND GRAPPLE DEFENSE	80
SUBMISSION OFFENSE	75
SUBMISSION DEFENSE	66

STATISTICS

AGE
34

BIRTHDATE
4/14/75

WEIGHT
205 LBS.

HIEGHT
6'2"

REACH
75.5"

NATIONALITY

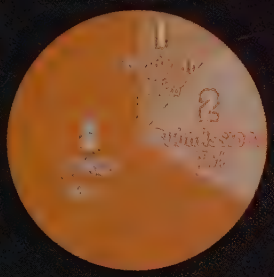
HOMETOWN
CURITIBA, BRAZIL

FIGHTING OUT OF
CURITIBA, BRAZIL

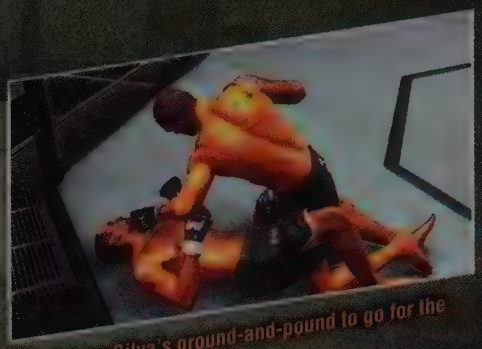
RECORD *(AS OF PRESS DATE)*

OVERALL RECORD: 24-4-0-0

UFC WINS: 9 **UFC LOSSES: 0**



THIAGO SILVA



Use Thiago Silva's ground-and-pound to go for the knockout victory.

Prior to his UFC debut, Thiago Silva achieved an impressive 9-0 record in the independent MMA circuit and he didn't slow down one bit once he reached the big leagues. After three consecutive TKO victories against the likes of James Irvin and Houston Alexander, Silva kept his perfect record alive with a submission victory over Antonio Mendes at UFC 84. However, Lyoto Machida snapped the streak at 13 wins when he knocked out Silva one second before the end of the first round at UFC 94. Despite the setback, Silva has an excellent chance to make up for the loss when he returns to the Octagon in the summer of 2009.

With his high strength and speed, Thiago Silva is a naturally gifted striker whose record is dominated by KO and TKO victories. Although he's a good standing striker and solid in the clinch, he's in his element on the ground, where his striking and grappling offense can dominate most opponents. His ground and submission defense are both formidable as well, so even in a disadvantaged position, Silva isn't necessarily in trouble. The best strategy is to soften up an opponent with standing kicks before going for the takedown and unleashing some heavy ground-and-pound. Work quickly, because Silva's cardio is only average, and all but one of his UFC victories have come in the first round.

TECHNIQUES

STRIKING
MUAY THAI

GRAPPLING
BJJ

ATTRIBUTES

OVERALL RATING	90
STRENGTH	70
SPEED	73
CARDIO	50

SKILLS

STANDING STRIKES OFFENSE	60
STANDING STRIKES DEFENSE	63
STANDING KICKS OFFENSE	70
STANDING KICKS DEFENSE	72
CLINCH STRIKING OFFENSE	79
CLINCH STRIKING DEFENSE	69
GROUND STRIKING OFFENSE	80
GROUND STRIKING DEFENSE	74
CLINCH GRAPPLE OFFENSE	62
CLINCH GRAPPLE DEFENSE	62
TAKEDOWN OFFENSE	64
TAKEDOWN DEFENSE	61
GROUND GRAPPLE OFFENSE	82
GROUND GRAPPLE DEFENSE	83
SUBMISSION OFFENSE	73
SUBMISSION DEFENSE	79

STATISTICS

AGE
26

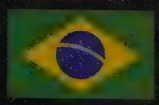
BIRTHDATE
11/12/82

WEIGHT
205 LBS.

HIEGHT
6'1"

REACH
74"

NATIONALITY



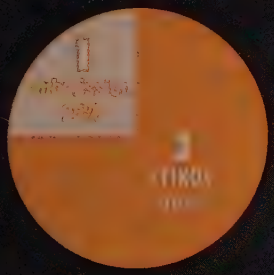
HOMETOWN
SAO PAULO, BRAZIL

FIGHTING OUT OF
SAO PAULO, BRAZIL

RECORD (AS OF PRESS DATE)

OVERALL RECORD: 13-1-0-0

UFC WINS: 4 **UFC LOSSES: 1**



UFC Light Heavyweight Division

Thiago Silva

"THE AXE MURDERER"
WANDERLEI SILVA

A true legend of the MMA world, Wanderlei Silva spent much of his career dominating opponents in PRIDE, where he reigned as the PRIDE Middleweight Champion from 2001 to 2007. From 2000 to 2004, he was undefeated in 13 fights, including a pair of victories over Rampage Jackson and three wins over Kazushi Sakuraba.

Silva returned to the UFC for the first time since 2000 to meet Chuck Liddell at UFC 79. The result was a hard-fought decision loss to the "Iceman," which Silva promptly made up for with a first-round knockout of Keith Jardine at UFC 84. He then met his old PRIDE rival, Rampage Jackson, at UFC 92, where Rampage avenged his two previous losses by knocking out Silva in the first round. "The Axe Murderer" is currently slated to face Rich Franklin in a 195-pound catch weight bout at UFC 99.

The more time an opponent spends in Wanderlei's clinch, the worse it is for that foe.

Like most Muay Thai fighters, Wanderlei Silva is strongest in the clinch, where his tremendous speed and offensive abilities can make short work of most opponents. When fighting as Silva, everything you do should be a setup for the clinch. If you wind up on the ground, get out from under your opponent and stand up as quickly as possible. When standing at striking range, always look for an opportunity to draw your opponent into the clinch, and pepper him with standing strikes and kicks to soften him up. Once you're in the clinch, unload on your opponent with a flurry of attacks to bring a quick end to the fight.

TECHNIQUES

STRIKING
MUAY THAI

GRAPPLING
WRESTLING

ATTRIBUTES

OVERALL RATING	88
STRENGTH	81
SPEED	72
CARDIO	60

SKILLS

STANDING STRIKES OFFENSE	71
STANDING STRIKES DEFENSE	60
STANDING KICKS OFFENSE	67
STANDING KICKS DEFENSE	57
CLINCH STRIKING OFFENSE	86
CLINCH STRIKING DEFENSE	68
GROUND STRIKING OFFENSE	73
GROUND STRIKING DEFENSE	60
CLINCH GRAPPLE OFFENSE	92
CLINCH GRAPPLE DEFENSE	85
TAKEDOWN OFFENSE	57
TAKEDOWN DEFENSE	66
GROUND GRAPPLE OFFENSE	61
GROUND GRAPPLE DEFENSE	72
SUBMISSION OFFENSE	62
SUBMISSION DEFENSE	70

STATISTICS

AGE
32

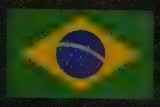
BIRTHDATE
7/3/76

WEIGHT
205 LBS.

HIEGHT
5'11"

REACH
74"

NATIONALITY



HOMETOWN
CURITIBA, BRAZIL

FIGHTING OUT OF
LAS VEGAS, NV

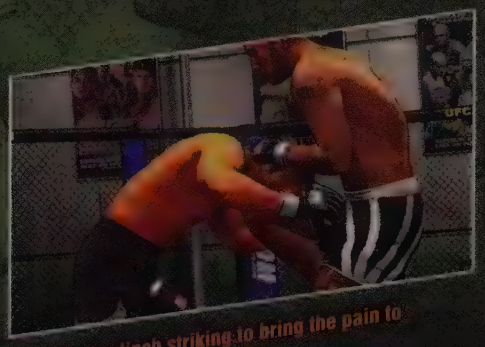
RECORD *(AS OF PRESS DATE)*

OVERALL RECORD: 32-9-1-1

UFC WINS: 2 **UFC LOSSES: 4**

"THE TRUTH" BRANDON VERA

Brandon Vera came to the UFC Heavyweight Division in late 2005, making an immediate impact by picking up a TKO victory over Fabiano Scherner halfway through the second round at Ultimate Fight Night 2. He followed that with three more wins in 2006, the last of which was a first-round TKO over former UFC Heavyweight Champion Frank Mir. However, 2007 was less kind to Vera, as he suffered a broken hand in his only fight of the year, which he lost via unanimous decision to Tim Sylvia. His comeback fight against Fabricio Werdum at UFC 85 ended in a controversial defeat.



Use Vera's clinch striking to bring the pain to your opponent.

After the Werdum fight, Vera dropped down to the UFC Light Heavyweight Division, where he has notched two victories and a narrow split-decision loss to Keith Jardine. With a winning record to his credit and a bright future ahead of him, Vera has proven that, no matter which division he competes in, "The Truth" hurts.

As a light heavyweight, Vera has less speed than he does as a heavyweight, but it's still enough to help him finish fights before his modest cardio starts to work against him—in his professional career, he's only 1-2 in fights that go into the third round. His Muay Thai training gives him a significant offensive advantage in the clinch, whether grappling or striking. His Brazilian Jiu-Jitsu provides him with lethal standing kicks offense. Across the board, Vera's offense is equal to or greater than his defense, so push the pace of the fight early on with an early KO or TKO victory in mind.

TECHNIQUES

STRIKING
MUAY THAI

GRAPPLING
BJJ

ATTRIBUTES

OVERALL RATING	84
STRENGTH	67
SPEED	68
CARDIO	50

SKILLS

STANDING STRIKES OFFENSE	56
STANDING STRIKES DEFENSE	60
STANDING KICKS OFFENSE	85
STANDING KICKS DEFENSE	67
CLINCH STRIKING OFFENSE	83
CLINCH STRIKING DEFENSE	89
GROUND STRIKING OFFENSE	62
GROUND STRIKING DEFENSE	60
CLINCH GRAPPLE OFFENSE	76
CLINCH GRAPPLE DEFENSE	58
TAKEDOWN OFFENSE	59
TAKEDOWN DEFENSE	50
GROUND GRAPPLE OFFENSE	53
GROUND GRAPPLE DEFENSE	55
SUBMISSION OFFENSE	59
SUBMISSION DEFENSE	71

STATISTICS

AGE
31

BIRTHDATE
10/10/77

WEIGHT
205 LBS.

HIEGHT
6'3"

REACH
76"

NATIONALITY

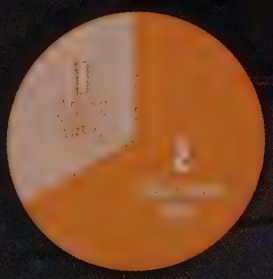
HOMETOWN
NORFOLK, VA

FIGHTING OUT OF
SAN DIEGO, CA

RECORD *(AS OF PRESS DATE)*

OVERALL RECORD: 10-3-0-0

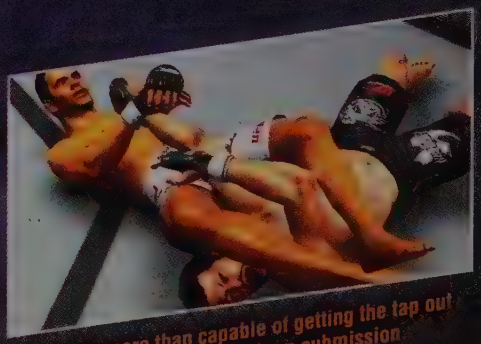
UFC WINS: 6 **UFC LOSSES: 3**



UFC Light Heavyweight Division

Brandon Vera

"BIG DOG" RICARDO ALMEIDA



Almeida is more than capable of getting the tap out if he gets the chance to slap on a submission.

Ricardo Almeida competed in the early days of the Zuffa era in the UFC, appearing at UFC 31, UFC 33, and UFC 35. His TKO loss at UFC 35 was his not only his last UFC appearance for six years, it was also his last loss for more than half a decade. Almeida ran up a six-fight winning streak in PRIDE and the Independent MMA circuit before taking a three-year hiatus to focus on his Hamilton, NJ, Jiu-Jitsu school. He made his UFC return at UFC 81, with a first-round submission victory over Rob Yundt. Since then, he's gone 2-1 in his UFC return, with his only loss coming by split decision to Patrick Cote.

Almeida is a dangerous submission fighter who has won all of his non-decision victories with a chokehold. His submission offense and defense is among the highest in all of the UFC, and his formidable ground grapple skills and takedown offense help him put his opponents exactly where he wants them: on the mat. He also benefits from high cardio, which keeps him from gassing too quickly. However, Almeida has average standing and clinch offense, and his defense in these areas is only slightly better. Get the fight on the ground as quickly as possible to maximize his strengths.

TECHNIQUES

STRIKING
BOXING

GRAPPLING
BJJ

ATTRIBUTES

OVERALL RATING	85
STRENGTH	61
SPEED	57
CARDIO	74

SKILLS

STANDING STRIKES OFFENSE	56
STANDING STRIKES DEFENSE	67
STANDING KICKS OFFENSE	47
STANDING KICKS DEFENSE	50
CLINCH STRIKING OFFENSE	47
CLINCH STRIKING DEFENSE	60
GROUND STRIKING OFFENSE	63
GROUND STRIKING DEFENSE	70
CLINCH GRAPPLE OFFENSE	48
CLINCH GRAPPLE DEFENSE	58
TAKEDOWN OFFENSE	79
TAKEDOWN DEFENSE	58
GROUND GRAPPLE OFFENSE	81
GROUND GRAPPLE DEFENSE	82
SUBMISSION OFFENSE	89
SUBMISSION DEFENSE	89

STATISTICS

AGE
32

BIRTHDATE
11/29/76

WEIGHT
185 LBS.

HIEGHT
6'0"

REACH
74"

NATIONALITY

HOMETOWN
NEW YORK, NY

FIGHTING OUT OF
HAMILTON, NJ

RECORD (AS OF PRESS DATE)

OVERALL RECORD: 10-3-0-0

UFC WINS: 3

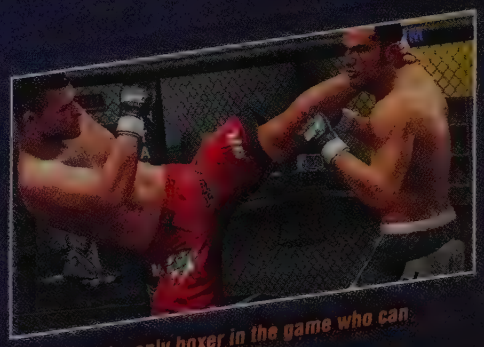
UFC LOSSES: 2

"THE COUNT" MICHAEL BISPING

Michael "The Count" Bisping came to the UFC via season three of *The Ultimate Fighter*, where he became the second light heavyweight (after Forrest Griffin) to be crowned the Ultimate Fighter. Since then, Bisping blazed a path of destruction through the UFC Light Heavyweight Division with his only loss coming via split decision against current UFC Light Heavyweight Champion Rashad Evans at UFC 78.

Following his only loss, Bisping dropped down to the UFC Middleweight Decision, where he is undefeated over three fights. He is scheduled to face Dan Henderson at UFC 100 after his return to *The Ultimate Fighter* as a coach for the series' ninth season.

As a middleweight, Bisping has great strength to complement his respectable speed and cardio attributes, but his skills and training are what make him a dominant fighter. His high takedown defense helps keep him on his feet, where his incredible standing strikes offense can often propel him to victory by KO or TKO. His standing kicks and clinch grapples and strikes aren't as deadly, but he's above average in each category. His unique head kick techniques can put an unwary opponent in a world of hurt. Bisping isn't helpless on the ground, either. His ground striking offense is almost as good as his standing strikes, and his high submission defense keeps him from worrying about tapping out.



Bisping is the only boxer in the game who can execute a high head kick.

TECHNIQUES

STRIKING
BOXING

GRAPPLING
BJJ

ATTRIBUTES

OVERALL RATING	88
STRENGTH	73
SPEED	67
CARDIO	61

SPECIAL TECHNIQUES

The following moves are uniquely available to Michael Bisping

Condition	Xbox 360	PS3	Move
Standing (Strikes Range)	[illegible] + (X)	[illegible] + (□)	Left Head Kick
[illegible]	[illegible] + (B)	[illegible] + (○)	Right Head Kick

SKILLS

STANDING STRIKES OFFENSE	85
STANDING STRIKES DEFENSE	74
STANDING KICKS OFFENSE	62
STANDING KICKS DEFENSE	63
CLINCH STRIKING OFFENSE	67
CLINCH STRIKING DEFENSE	64
GROUND STRIKING OFFENSE	82
GROUND STRIKING DEFENSE	67
CLINCH GRAPPLE OFFENSE	63
CLINCH GRAPPLE DEFENSE	63
TAKEDOWN OFFENSE	56
TAKEDOWN DEFENSE	75
GROUND GRAPPLE OFFENSE	53
GROUND GRAPPLE DEFENSE	64
SUBMISSION OFFENSE	64
SUBMISSION DEFENSE	80

STATISTICS

AGE
30

BIRTHDATE
2/28/79

WEIGHT
185 LBS.

HIEGHT
6'2"

REACH
75.5"

NATIONALITY

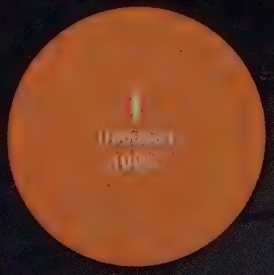
HOMETOWN
MANCHESTER, ENGLAND

FIGHTING OUT OF
MANCHESTER, ENGLAND

RECORD *(AS OF PRESS DATE)*

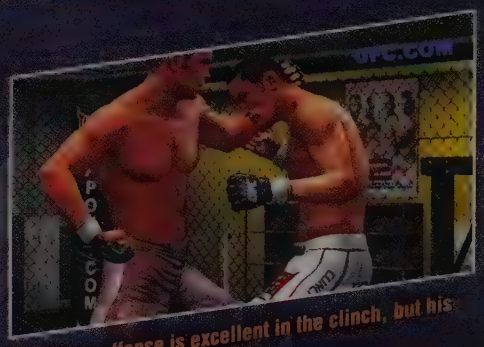
OVERALL RECORD: 18-1-0-0

UFC WINS: 7 **UFC LOSSES: 1**



"ACE" RICH FRANKLIN

With only four losses in over 30 professional fights, there's no question that Rich "Ace" Franklin has established himself as one of the truly elite competitors in UFC's Middleweight and Light Heavyweight Divisions. The former high school math teacher won the UFC Middleweight Championship from Evan Tanner at UFC 53. He held it for over a year before losing it to the current champion, Anderson Silva, at UFC 64.



Franklin's offense is excellent in the clinch, but his defense is only average.

Following a second loss to Anderson Silva at UFC 77 (only his second UFC loss ever), Franklin returned to the UFC Light Heavyweight Division, where he scored a third-round TKO at UFC 88 over Matt Hamill and suffered a split-decision loss to Dan Henderson in the main event of UFC 93. He is currently scheduled to face Wanderlei Silva at UFC 99.

Franklin is more at home in the UFC Middleweight Division than he is in the Light Heavyweight Division. His cardio is significantly better, his speed and strength are also slightly improved, and he retains his tremendous offensive abilities across the board. His standing strikes and clinch grapple offense are among the most feared in the UFC. He also has formidable standing kicks, clinch striking, and ground striking offense.

However, Franklin's clinch striking defense is merely average, which is a significant weakness when facing skilled Muay Thai fighters like Anderson Silva. Take advantage of Franklin's high takedown defense to stay on your feet, picking apart an opponent over two or three rounds via standing strikes and kicks for a KO or TKO victory. With Franklin's superb cardio, your opponent is almost certain to fatigue more quickly over the course of the fight, so there's no need to rush things.

TECHNIQUES

STRIKING
BOXING

GRAPPLING
WRESTLING

ATTRIBUTES

OVERALL RATING	89
STRENGTH	63
SPEED	74
CARDIO	88

SKILLS

STANDING STRIKES OFFENSE	82	
STANDING STRIKES DEFENSE	73	
STANDING KICKS OFFENSE	73	
STANDING KICKS DEFENSE	65	
CLINCH STRIKING OFFENSE	73	
CLINCH STRIKING DEFENSE	50	
GROUND STRIKING OFFENSE	70	
GROUND STRIKING DEFENSE	56	
CLINCH GRAPPLE OFFENSE	85	
CLINCH GRAPPLE DEFENSE	56	
TAKEDOWN OFFENSE	64	
TAKEDOWN DEFENSE	80	
GROUND GRAPPLE OFFENSE	64	
GROUND GRAPPLE DEFENSE	61	
SUBMISSION OFFENSE	60	
SUBMISSION DEFENSE	79	

STATISTICS

AGE
34

BIRTHDATE
10/5/74

WEIGHT
185 LBS.

HIEGHT
6'1"

REACH
75"

NATIONALITY

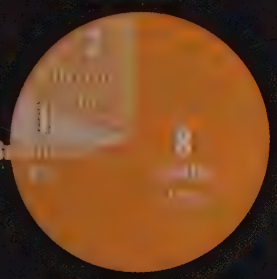
HOMETOWN
CINCINNATI, OH

FIGHTING OUT OF
CINCINNATI, OH

RECORD (AS OF PRESS DATE)

OVERALL RECORD: 26-4-0-1

UFC WINS: 11

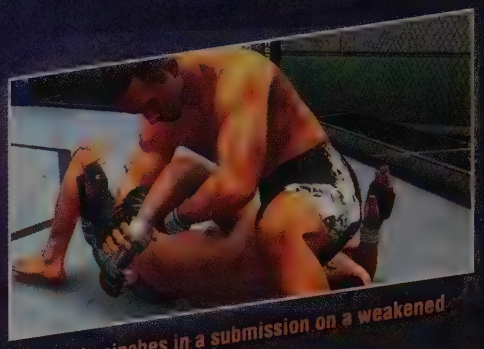


UFC LOSSES: 3

UFC Middleweight Division

Rich Franklin

WILSON GOUVEIA



If Gouveia cinches in a submission on a weakened opponent, the fight is over.

Wilson Gouveia got off to a rocky start in the UFC, losing via unanimous decision to Keith Jardine at the UFC Ultimate Fighter 3 Finale. He quickly made up for it with four consecutive victories in fights that didn't go past the first minute of the second round. Since then, he's gone 2-2, including a submission victory over Jason MacDonald and a hard-fought TKO loss against Nate Marquardt.

Gouveia competes equally well in both the UFC Light Heavyweight and Middleweight Divisions, though his strength and cardio are slightly better when he fights as a middleweight. He's primarily a submission fighter, with all but one of his UFC victories coming via tap out. His submission offense is off the charts, with similarly high submission defense. He has a tremendous ground game, with superior ground grapple offense and respectable ground striking offense. Put his high takedown offense to good use at every opportunity. Stay out of the clinch as much as possible, as Gouveia's clinch defense is not so hot. And don't try to stand with strikers, or you'll wind up getting rocked quickly.

TECHNIQUES

STRIKING
BOXING

GRAPPLING
BJJ

ATTRIBUTES

OVERALL RATING	84
STRENGTH	60
SPEED	59
CARDIO	50

SKILLS

STANDING STRIKES OFFENSE	66
STANDING STRIKES DEFENSE	46
STANDING KICKS OFFENSE	56
STANDING KICKS DEFENSE	58
CLINCH STRIKING OFFENSE	62
CLINCH STRIKING DEFENSE	49
GROUND STRIKING OFFENSE	68
GROUND STRIKING DEFENSE	62
CLINCH GRAPPLE OFFENSE	73
CLINCH GRAPPLE DEFENSE	49
TAKEDOWN OFFENSE	73
TAKEDOWN DEFENSE	58
GROUND GRAPPLE OFFENSE	83
GROUND GRAPPLE DEFENSE	69
SUBMISSION OFFENSE	92
SUBMISSION DEFENSE	87

STATISTICS

AGE
30

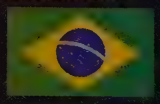
BIRTHDATE
10/3/78

WEIGHT
185 LBS.

HIEGHT
6'1"

REACH
76"

NATIONALITY



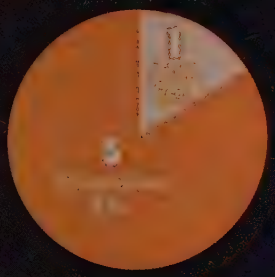
HOMETOWN
FORTALEZA, BRAZIL

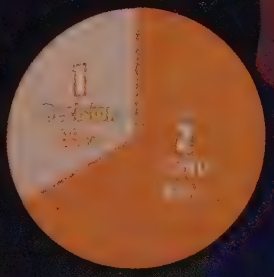
FIGHTING OUT OF
COCONUT CREEK, FL

RECORD (AS OF PRESS DATE)

OVERALL RECORD: 12-6-0-0

UFC WINS: 6 **UFC LOSSES: 3**





UFC Middleweight Division

Wilson Gouveia

"DA SPYDER" KENDALL GROVE

Work over an opponent in the clinch with Grove's impressive striking skills

Kendall Grove made his UFC debut on the third season of *The Ultimate Fighter*. Grove won the competition and went on to notch two submission victories in his first two post-*TUF* fights. A pair of first-round KO losses at UFC 74 and UFC 80 threatened to derail Grove's UFC career, but he bounced back with wins over Evan Tanner and Jason Day to get back on track.

Grove benefits from having two strong offensive options in his arsenal. His standing kicks and clinch striking offense give him a path to victory by KO or TKO against opponents defensively weak in these areas. And if that doesn't get the job done, he can use his considerable clinch grapple offense to put his opponent on the ground and look for a submission. Be careful, though: Grove is weak defensively against all forms of strikes, which leaves him vulnerable to getting knocked out if you're not careful.

TECHNIQUES

STRIKING
MUAY THAI

GRAPPLING
BJJ

ATTRIBUTES

OVERALL RATING	82
STRENGTH	48
SPEED	59
CARDIO	55

SKILLS

STANDING STRIKES OFFENSE	40
STANDING STRIKES DEFENSE	50
STANDING KICKS OFFENSE	85
STANDING KICKS DEFENSE	69
CLINCH STRIKING OFFENSE	81
CLINCH STRIKING DEFENSE	51
GROUND STRIKING OFFENSE	60
GROUND STRIKING DEFENSE	49
CLINCH GRAPPLE OFFENSE	78
CLINCH GRAPPLE DEFENSE	76
TAKEDOWN OFFENSE	40
TAKEDOWN DEFENSE	42
GROUND GRAPPLE OFFENSE	63
GROUND GRAPPLE DEFENSE	69
SUBMISSION OFFENSE	78
SUBMISSION DEFENSE	64

STATISTICS

AGE
26

BIRTHDATE
11/12/82

WEIGHT
185 LBS.

HIEGHT
6'6"

REACH
79"

NATIONALITY

HOMETOWN
MAUI, HI

FIGHTING OUT OF
MAUI, HI

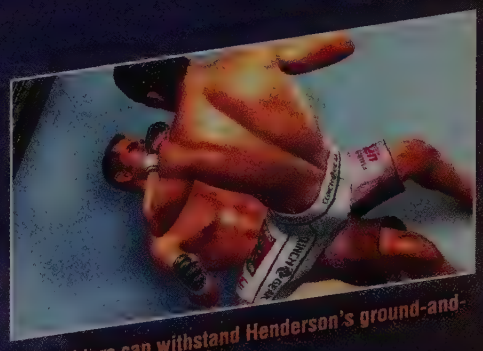
RECORD (AS OF PRESS DATE)

OVERALL RECORD: 12-5-0-0

UFC WINS: 5 **UFC LOSSES: 2**

"HENDO" DAN HENDERSON

Dan Henderson is one of the true legends of the mixed martial arts world. He spent most of his career in PRIDE, where he was the last PRIDE Welterweight and Middleweight Champion, holding both titles simultaneously. His career dates back to the UFC's earliest days, when he won the UFC Middleweight Tournament at UFC 17. During his time in PRIDE, he emerged victorious in matches with MMA luminaries such as Wanderlei Silva, Kazuhiro Nakamura, and Renzo Gracie.



Few fighters can withstand Henderson's ground-and-pound for long.

His return to the UFC got off to a rocky start at UFC 75, where UFC Light Heavyweight Champion Rampage Jackson defeated him by unanimous decision. His next fight was against UFC Middleweight Champion Anderson Silva at UFC 82, which Silva won via submission in the second round. However, Henderson followed those losses with wins over Rousimar Palhares and Rich Franklin. He is currently coaching Team USA in the ninth season of *The Ultimate Fighter*, with a match against rival coach Michael Bisping to follow at UFC 100.

Although Dan Henderson is competitive in the UFC Light Heavyweight and Middleweight Divisions, he's better suited to the latter. As a middleweight, his cardio is much better, and his strength is significantly improved. He remains equally lethal with his standing strikes, ground strikes, and clinch strikes. His high takedown offense and defense skills allow him to control where the fight takes place. Tailor your attacks to your opponent's weaknesses, but try to keep the fight standing as much as possible, because Henderson's ground grapple and submission skills are only slightly above average.

TECHNIQUES

STRIKING
BOXING

GRAPPLING
WRESTLING

ATTRIBUTES

OVERALL RATING	89
STRENGTH	80
SPEED	56
CARDIO	60

SKILLS

STANDING STRIKES OFFENSE	86
STANDING STRIKES DEFENSE	60
STANDING KICKS OFFENSE	48
STANDING KICKS DEFENSE	74
CLINCH STRIKING OFFENSE	76
CLINCH STRIKING DEFENSE	58
GROUND STRIKING OFFENSE	88
GROUND STRIKING DEFENSE	58
CLINCH GRAPPLE OFFENSE	86
CLINCH GRAPPLE DEFENSE	71
TAKEDOWN OFFENSE	81
TAKEDOWN DEFENSE	83
GROUND GRAPPLE OFFENSE	59
GROUND GRAPPLE DEFENSE	60
SUBMISSION OFFENSE	49
SUBMISSION DEFENSE	59

STATISTICS

AGE
38

BIRTHDATE
8/24/70

WEIGHT
185 LBS.

HIEGHT
6'1"

REACH
74"

NATIONALITY

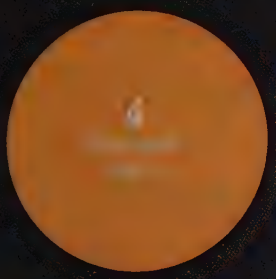
HOMETOWN
DOWNEY, CA

FIGHTING OUT OF
TEMECULA, CA

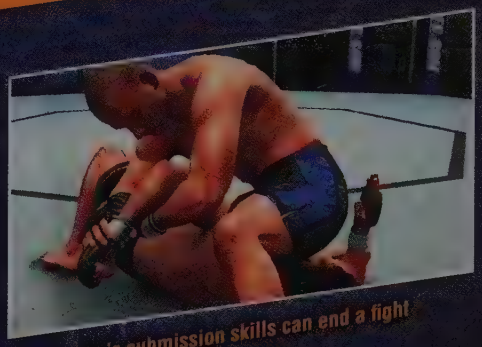
RECORD *(AS OF PRESS DATE)*

OVERALL RECORD: 24-7-0-0

UFC WINS: 4 **UFC LOSSES: 2**



"THE HITMAN" MARTIN KAMPMANN



Kampmann's submission skills can end a fight in a hurry.

Martin "The Hitman" Kampmann came to the UFC as a middleweight at UFC Fight Night 6, where he won by submission in the very first round. He racked up another three victories over the following two years before being handed his first UFC loss (only the second loss of his career) by Nate Marquardt at UFC 88. Following that fight, Kampmann dropped down to the UFC Welterweight Division, where he has a perfect 2-0 record so far.

Kampmann is a well-rounded, versatile fighter who has a natural speed advantage over most opponents. Although he has phenomenal submission skills, his meager takedown offense and clinch grapple offense can make it difficult to put an opponent on the ground. His standing strikes are solid, and his standing kicks are positively lethal, but his average standing defense leaves him vulnerable to a KO or TKO. Use his kicks to erode an opponent's vertical base, and take him to the ground, where Kampmann's ground game gives him the advantage.

TECHNIQUES

STRIKING
MUAY THAI

GRAPPLING
BJJ

ATTRIBUTES

OVERALL RATING	85
STRENGTH	57
SPEED	68
CARDIO	62

SKILLS

STANDING STRIKES OFFENSE	62
STANDING STRIKES DEFENSE	51
STANDING KICKS OFFENSE	86
STANDING KICKS DEFENSE	56
CLINCH STRIKING OFFENSE	63
CLINCH STRIKING DEFENSE	81
GROUND STRIKING OFFENSE	63
GROUND STRIKING DEFENSE	57
CLINCH GRAPPLE OFFENSE	56
CLINCH GRAPPLE DEFENSE	47
TAKEDOWN OFFENSE	57
TAKEDOWN DEFENSE	60
GROUND GRAPPLE OFFENSE	80
GROUND GRAPPLE DEFENSE	79
SUBMISSION OFFENSE	86
SUBMISSION DEFENSE	70

STATISTICS

AGE
27

BIRTHDATE
4/17/82

WEIGHT
185 LBS.

HIEGHT
6'0"

REACH
71"

NATIONALITY

HOMETOWN
AARHUS, DENMARK

FIGHTING OUT OF
LAS VEGAS, NV

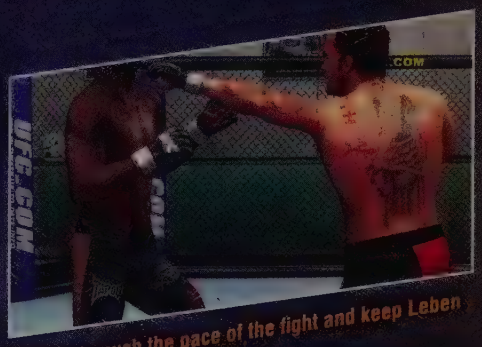
RECORD (AS OF PRESS DATE)

OVERALL RECORD: 15-2-0-0

UFC WINS: 6

UFC LOSSES: 1

"THE CRIPPLER" CHRIS LEBEN



Be sure to push the pace of the fight and keep Leben on offense.

Prior to participating in the first season of *The Ultimate Fighter*, Chris Leben achieved an impressive 10-1 record on the independent MMA circuit. Although he didn't win the competition, he did earn a UFC contract and won his first five UFC fights in a row. Anderson Silva snapped the streak during Silva's UFC debut, when he KO'ed Leben less than a minute into their match's first round at Ultimate Fight Night 5. Since that defeat, Leben has gone 3-3, with a trio of impressive (T)KO victories, a pair of decision losses (the latter to Michael Bisping), and a submission defeat at the hands of Jason MacDonald.

Leben's offensive power is as explosive as his legendary temper. Whether standing, in the clinch, or on the ground, Leben displays tremendous striking ability augmented by his strength. He's also a fierce clinch grappler, capable of pulling an opponent into a disadvantaged position at will. However, as impressive as Leben's offense is, his defense does not measure up. Other than some impressive takedown defense, Leben is universally vulnerable to practically any style of offense. In Leben's case, the best defense truly is a good offense. If you're not pushing the pace and controlling the match when you fight as Leben, you're setting yourself up for a beating.

TECHNIQUES

STRIKING
BOXING

GRAPPLING
BJJ

ATTRIBUTES

OVERALL RATING	80
STRENGTH	72
SPEED	58
CARDIO	48

SKILLS

STANDING STRIKES OFFENSE	87
STANDING STRIKES DEFENSE	48
STANDING KICKS OFFENSE	59
STANDING KICKS DEFENSE	47
CLINCH STRIKING OFFENSE	75
CLINCH STRIKING DEFENSE	48
GROUND STRIKING OFFENSE	60
GROUND STRIKING DEFENSE	51
CLINCH GRAPPLE OFFENSE	80
CLINCH GRAPPLE DEFENSE	57
TAKEDOWN OFFENSE	47
TAKEDOWN DEFENSE	74
GROUND GRAPPLE OFFENSE	52
GROUND GRAPPLE DEFENSE	52
SUBMISSION OFFENSE	55
SUBMISSION DEFENSE	55

STATISTICS

AGE
28

BIRTHDATE
7/21/80

WEIGHT
185 LBS.

HIEGHT
5'11"

REACH
74"

NATIONALITY

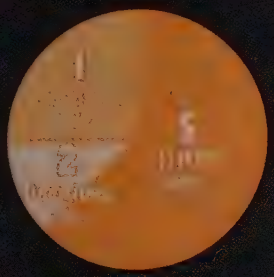
HOMETOWN
PORTLAND, OR

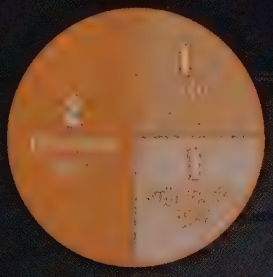
FIGHTING OUT OF
OAHU, HI

RECORD (AS OF PRESS DATE)

OVERALL RECORD: 18-5-0-0

UFC WINS: 8 **UFC LOSSES: 4**





THALES LEITES

Leites has gotten many an opponent to tap out to his submission skills.

Thales Leites came to the UFC in November of 2006 with a perfect 9-0 record, yet lost his UFC debut to Martin Kampmann via a hard fought unanimous decision. But instead of ending his UFC career before it even started, the loss lit a fire under Leites, who won each of his next five fights. A split decision victory over Nate Marquardt at UFC 85 and a first round submission win over Drew McFedries at UFC 90 earned Leites a title match against UFC Middleweight Champion Anderson Silva at UFC 97, and though he fell short via decision, he is expected to come back stronger than ever.

All of Leites' UFC victories have come by submission or decision, so let that be your guide when you fight as him. His high cardio lets him stay busy during the fight, earning points from the judges just in case he doesn't finish his opponent. Use his high takedown offense to bring the fight to the ground, and follow up by making the most of Leites' incredible ground grapple and submission skills. Stay out of the clinch as much as possible, as Leites' clinch skills are universally average. Don't be afraid to do a bit of striking to start things off—Leites has decent standing striking skills and phenomenal standing strike defense.

TECHNIQUES

STRIKING
BOXING

GRAPPLING
BJJ

ATTRIBUTES

OVERALL RATING	88
STRENGTH	62
SPEED	56
CARDIO	75

SKILLS

STANDING STRIKES OFFENSE	67
STANDING STRIKES DEFENSE	86
STANDING KICKS OFFENSE	61
STANDING KICKS DEFENSE	69
CLINCH STRIKING OFFENSE	55
CLINCH STRIKING DEFENSE	63
GROUND STRIKING OFFENSE	62
GROUND STRIKING DEFENSE	71
CLINCH GRAPPLE OFFENSE	47
CLINCH GRAPPLE DEFENSE	61
TAKEDOWN OFFENSE	72
TAKEDOWN DEFENSE	49
GROUND GRAPPLE OFFENSE	82
GROUND GRAPPLE DEFENSE	81
SUBMISSION OFFENSE	92
SUBMISSION DEFENSE	83

STATISTICS

AGE
27

BIRTHDATE
9/6/81

WEIGHT
185 LBS.

HIEGHT
6'1"

REACH
71"

NATIONALITY

HOMETOWN
RIO DE JANEIRO, BRAZIL

FIGHTING OUT OF
RIO DE JANEIRO, BRAZIL

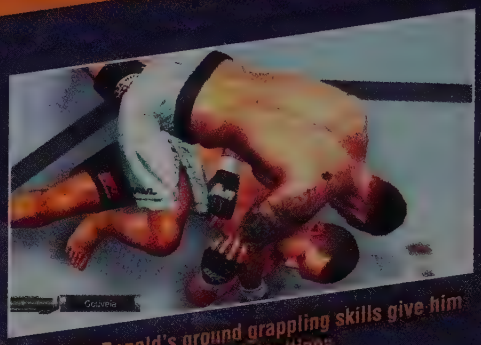
RECORD *(AS OF PRESS DATE)*

OVERALL RECORD: 14-2-0-0

UFC WINS: 5 **UFC LOSSES: 2**

Thales Leites

"THE ATHLETE" JASON MACDONALD



Jason MacDonald's ground grappling skills give him the edge when attempting transitions.

It took Jason MacDonald six years to make it to the UFC, and once he got here, he didn't waste any time. Since making his debut with a win over Ed Herman in 2006, MacDonald has gone 5-5 in the UFC with a tremendous submission victory over Chris Leben to his credit. And when MacDonald has come up short, it has been against some of the biggest stars from UFC's present and future: Rich Franklin, Yushin Okami, Demian Maia, Nate Quarry and Wilson Gouveia.

MacDonald's greatest offensive skills are his ground grapple and submission offense. He also has above-average takedown offense, which helps put an opponent on the ground, where MacDonald is most comfortable. However, his clinch offense is only slightly better than average, and his standing offense is even less impressive. His defensive skills are slightly better in most categories, although he's unusually vulnerable to tapping out at the hands of a submission fighter.

TECHNIQUES

STRIKING
BOXING

GRAPPLING
BJJ

ATTRIBUTES

OVERALL RATING	79
STRENGTH	47
SPEED	48
CARDIO	59

SKILLS

STANDING STRIKES OFFENSE	48
STANDING STRIKES DEFENSE	56
STANDING KICKS OFFENSE	49
STANDING KICKS DEFENSE	57
CLINCH STRIKING OFFENSE	55
CLINCH STRIKING DEFENSE	59
GROUND STRIKING OFFENSE	52
GROUND STRIKING DEFENSE	55
CLINCH GRAPPLE OFFENSE	67
CLINCH GRAPPLE DEFENSE	74
TAKEDOWN OFFENSE	61
TAKEDOWN DEFENSE	48
GROUND GRAPPLE OFFENSE	79
GROUND GRAPPLE DEFENSE	63
SUBMISSION OFFENSE	81
SUBMISSION DEFENSE	63

STATISTICS

AGE
33

BIRTHDATE
6/3/75

WEIGHT
185 LBS.

HIEGHT
6'3"

REACH
79.5"

NATIONALITY

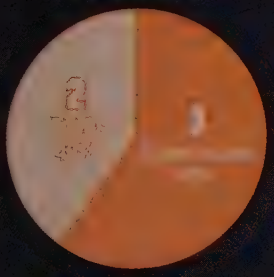
HOMETOWN
NEW GLASGOW, NOVA SCOTIA, CANADA

FIGHTING OUT OF
EDMONTON, ALBERTA, CANADA

RECORD *(AS OF PRESS DATE)*

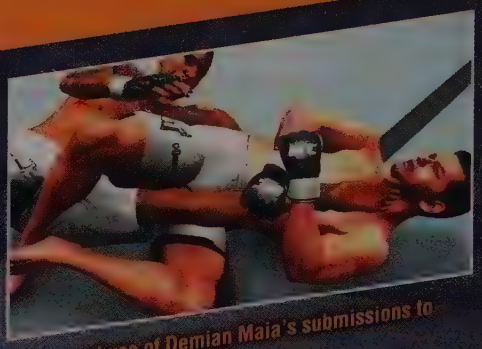
OVERALL RECORD: 22-12-0-0

UFC WINS: 5



UFC LOSSES: 5

DEMIAN MAIA



Make good use of Demian Maia's submissions to finish your opponent early.

Demian Maia earned a UFC contract less than two years into his professional MMA career and quickly established himself as one of the greatest submission fighters in the UFC Middleweight Division. Maia was awarded Submission of the Night after his first three UFC fights, the first fighter in UFC history to earn the honor three consecutive times. He won it a fourth time in his fifth UFC appearance at UFC 95 as he beat Chael Sonnen. In five fights over 16 months, Maia has a perfect 5-0 record, with all of his wins coming by submission.

Anyone who's ever fought Maia knows exactly what his game plan is: take the fight to the ground and go for the submission. But knowing what he'll try and being able to stop him are two completely different things. When standing, Maia's clinch offense and defense are slightly better on average than his standing skills. Maia's ground game is what makes him such a fierce opponent. His ground grapple and submission skills are off the charts, and his high ground striking defense helps to keep him out of trouble even when he's in a disadvantaged position. If you can get an advantaged position on your opponent, the fight is all but over.

TECHNIQUES

STRIKING
BOXING

GRAPPLING
BJJ

ATTRIBUTES

OVERALL RATING	88
STRENGTH	58
SPEED	63
CARDIO	63

SKILLS

STANDING STRIKES OFFENSE	57
STANDING STRIKES DEFENSE	75
STANDING KICKS OFFENSE	50
STANDING KICKS DEFENSE	58
CLINCH STRIKING OFFENSE	57
CLINCH STRIKING DEFENSE	61
GROUND STRIKING OFFENSE	61
GROUND STRIKING DEFENSE	72
CLINCH GRAPPLE OFFENSE	60
CLINCH GRAPPLE DEFENSE	64
TAKEDOWN OFFENSE	64
TAKEDOWN DEFENSE	61
GROUND GRAPPLE OFFENSE	88
GROUND GRAPPLE DEFENSE	88
SUBMISSION OFFENSE	90
SUBMISSION DEFENSE	92

STATISTICS

AGE
31

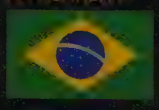
BIRTHDATE
11/6/77

WEIGHT
185 LBS.

HIEGHT
6'0"

REACH
72"

NATIONALITY



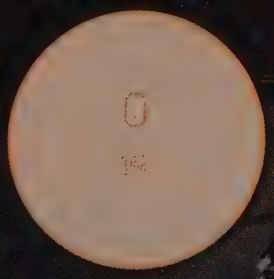
HOMETOWN
SAO PAULO, BRAZIL

FIGHTING OUT OF
SAO PAULO, BRAZIL

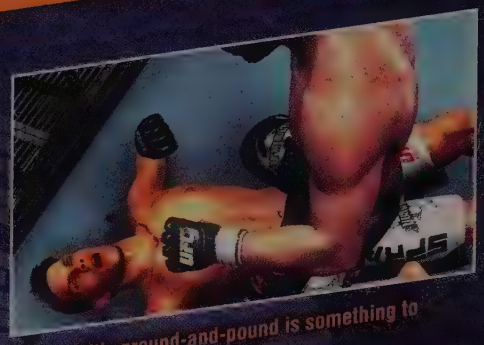
RECORD (AS OF PRESS DATE)

OVERALL RECORD: 11-0-0-0

UFC WINS: 5 **UFC LOSSES: 0**



"THE GREAT" NATE MARQUARDT



Marquardt's ground-and-pound is something to be feared.

Nate Marquardt spent the first six years of his MMA career fighting mainly in Japan, achieving an impressive 21-6-2 record that earned him an appearance on the very first Ultimate Fight Night. He won that bout, as well as his next three fights, before suffering a first round TKO loss to UFC Middleweight Champion Anderson Silva at UFC 73. Over the next year and a half, Marquardt improved his UFC record to 7-2 with victories over Jeremy Horn, Martin Kampmann, and Wilson Gouveia, as well as a controversial split decision loss to Thales Leites.

Although he is primarily a submission fighter with outstanding takedown offense and respectable ground game, Marqeardt's natural strength and speed also make him a formidable striker. He's a strong standing and clinch striker and an overpowering ground striker. He also benefits from solid defensive skills in every category. Because Marquardt is so well rounded, you can target your opponent's weakest areas and utilize attacks that exploit them.

TECHNIQUES

STRIKING
BOXING

GRAPPLING
WRESTLING

ATTRIBUTES

OVERALL RATING	87
STRENGTH	79
SPEED	60
CARDIO	56

SKILLS

STANDING STRIKES OFFENSE	72
STANDING STRIKES DEFENSE	71
STANDING KICKS OFFENSE	52
STANDING KICKS DEFENSE	62
CLINCH STRIKING OFFENSE	68
CLINCH STRIKING DEFENSE	62
GROUND STRIKING OFFENSE	79
GROUND STRIKING DEFENSE	64
CLINCH GRAPPLE OFFENSE	67
CLINCH GRAPPLE DEFENSE	69
TAKEDOWN OFFENSE	80
TAKEDOWN DEFENSE	68
GROUND GRAPPLE OFFENSE	63
GROUND GRAPPLE DEFENSE	62
SUBMISSION OFFENSE	67
SUBMISSION DEFENSE	72

STATISTICS

AGE
30

BIRTHDATE
4/20/79

WEIGHT
185 LBS.

HIEGHT
6'0"

REACH
74.5"

NATIONALITY

HOMETOWN
LANDER, WY

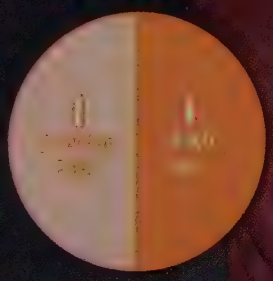
FIGHTING OUT OF
DENVER, CO

RECORD *(AS OF PRESS DATE)*

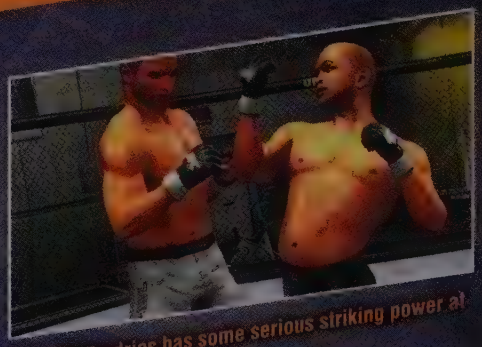
OVERALL RECORD: 31-8-2-0

UFC WINS: 7

UFC LOSSES: 2



"THE MASSACRE" DREW MCFEDRIES



Drew McFredries has some serious striking power at his disposal.

Drew McFedries made his UFC debut at UFC 65 with an impressive first-round TKO of Alessio Sakara. Since then, he's added a couple more knockouts to his record at UFC Fight Night 10 and The Ultimate Fighter 7 finale, where he won the Knockout of the Night by beating Marvin Eastman. However, he's also suffered four losses, including submission defeats to Martin Kampmann and Thales Leites.

McFedries has plenty of strength and striking ability. His standing strikes and ground striking offense are both fearsome, but his clinch striking offense is only slightly above average. Competing successfully as McFedries demands that you minimize his overall lack of defense, especially his dismal ground defense and almost total lack of submission defense. If the fight goes to the ground, you must establish dominance and immediately unload with strikes from an advantaged position. The other viable choice is to break and get back to your feet. Staying on the ground in a disadvantaged position all but guarantees a loss.

TECHNIQUES

STRIKING
BOXING

GRAPPLING
WRESTLING

ATTRIBUTES

OVERALL RATING	77
STRENGTH	74
SPEED	49
CARDIO	57

SKILLS

STANDING STRIKES OFFENSE	83
STANDING STRIKES DEFENSE	55
STANDING KICKS OFFENSE	60
STANDING KICKS DEFENSE	48
CLINCH STRIKING OFFENSE	60
CLINCH STRIKING DEFENSE	57
GROUND STRIKING OFFENSE	61
GROUND STRIKING DEFENSE	52
CLINCH GRAPPLE OFFENSE	56
CLINCH GRAPPLE DEFENSE	55
TAKEDOWN OFFENSE	63
TAKEDOWN DEFENSE	65
GROUND GRAPPLE OFFENSE	42
GROUND GRAPPLE DEFENSE	47
SUBMISSION OFFENSE	47
SUBMISSION DEFENSE	42

STATISTICS

AGE
30

BIRTHDATE
7/27/78

WEIGHT
185 LBS.

HIEGHT
6'0"

REACH
72"

NATIONALITY

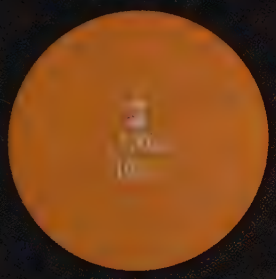
HOMETOWN
AMES, IA

FIGHTING OUT OF
BETTENDORF, IA

RECORD (AS OF PRESS DATE)

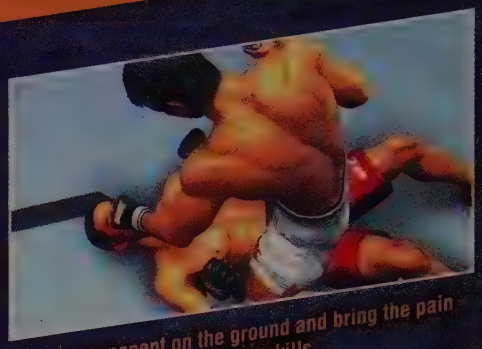
OVERALL RECORD: 7-5-0-0

UFC WINS: 3



UFC LOSSES: 4

"THUNDER" YUSHIN OKAMI



Put your opponent on the ground and bring the pain with Okami's ground striking skills.

Yushin Okami has been fighting professionally in mixed martial arts since 2002. He came to UFC in 2006 and won his UFC debut at UFC 62 by unanimous decision over Alan Belcher and defeated three other fighters, including Mike Swick, before Rich Franklin snapped his perfect UFC streak at UFC 72. Okami rebounded from the loss with three more victories and has not lost since, making him a serious contender for the middleweight crown.

Okami is a methodical striker whose high cardio allows him to let fights go into the later rounds, when he can take advantage of an exhausted opponent. His offense is uniformly above average, with particular strengths in standing strikes and ground strikes. And with his considerable clinch grapple offense and takedown skills, he can usually put an opponent on the ground, which is an excellent tactic to use against fighters lacking ground skills. Aside from an iffy ground grapple defense and some minor weakness in the clinch, Okami has no critical vulnerabilities.

TECHNIQUES

STRIKING
BOXING

GRAPPLING
WRESTLING

ATTRIBUTES

OVERALL RATING	88
STRENGTH	55
SPEED	61
CARDIO	68

SKILLS

STANDING STRIKES OFFENSE	69
STANDING STRIKES DEFENSE	72
STANDING KICKS OFFENSE	63
STANDING KICKS DEFENSE	73
CLINCH STRIKING OFFENSE	62
CLINCH STRIKING DEFENSE	66
GROUND STRIKING OFFENSE	68
GROUND STRIKING DEFENSE	82
CLINCH GRAPPLE OFFENSE	70
CLINCH GRAPPLE DEFENSE	83
TAKEDOWN OFFENSE	69
TAKEDOWN DEFENSE	78
GROUND GRAPPLE OFFENSE	65
GROUND GRAPPLE DEFENSE	57
SUBMISSION OFFENSE	59
SUBMISSION DEFENSE	71

STATISTICS

AGE
27

BIRTHDATE
7/21/81

WEIGHT
185 LBS.

HIEGHT
6'2"

REACH
72"

NATIONALITY

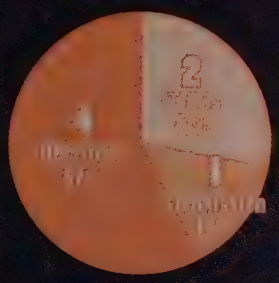
HOMETOWN
KANAGAWA, JAPAN

FIGHTING OUT OF
KANAGAWA, JAPAN

RECORD (AS OF PRESS DATE)

OVERALL RECORD: 24-4-0-0

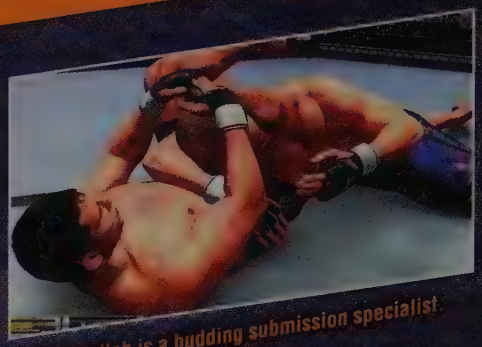
UFC WINS: 7 **UFC LOSSES: 1**



UFC Middleweight Division

Yushin Okami

AMIR SADOLLAH



Amir Sadollah is a budding submission specialist.

Amir Sadollah has only two professional fights on his record, but what fights they were. As a contestant on *The Ultimate Fighter 7*, he trained under Forrest Griffin and managed to secure a shot at becoming the next Ultimate Fighter by defeating CB Dollaway via submission in the third round of the finals. However, due to an unexpected controversy, Sadollah's scheduled opponent for the Ultimate Fighter Finale was replaced by Dollaway. Sadollah proved that his last win was no fluke, forcing Dollaway to tap out to the same armbar three minutes into the match's first round. This guaranteed Sadollah a UFC contract and awarded him the title of the Ultimate Fighter.

Sadollah is a well rounded fighter, with above-average skills in every situation. However, his one peak of excellence is his submission offense. He has the cardio to hang with most opponents and match them move for move. Furthermore, he has no particular vulnerabilities, so go into each fight looking for the takedown (either by clinch grapple or shooting for it) and the chance to lock in a submission.

TECHNIQUES

STRIKING
MUAY THAI

GRAPPLING
BJJ

ATTRIBUTES

OVERALL RATING	85
STRENGTH	59
SPEED	62
CARDIO	66

SKILLS

STANDING STRIKES OFFENSE	61
STANDING STRIKES DEFENSE	60
STANDING KICKS OFFENSE	73
STANDING KICKS DEFENSE	73
CLINCH STRIKING OFFENSE	64
CLINCH STRIKING DEFENSE	71
GROUND STRIKING OFFENSE	59
GROUND STRIKING DEFENSE	63
CLINCH GRAPPLE OFFENSE	58
CLINCH GRAPPLE DEFENSE	59
TAKEDOWN OFFENSE	62
TAKEDOWN DEFENSE	57
GROUND GRAPPLE OFFENSE	67
GROUND GRAPPLE DEFENSE	61
SUBMISSION OFFENSE	80
SUBMISSION DEFENSE	69

STATISTICS

AGE
28

BIRTHDATE
8/27/80

WEIGHT
185 LBS.

HIEGHT
5'11"

REACH
74.5"

NATIONALITY

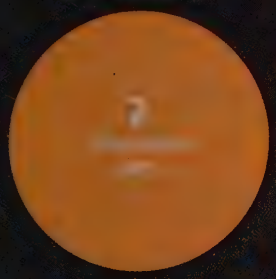
HOMETOWN
BROOKLYN, NY

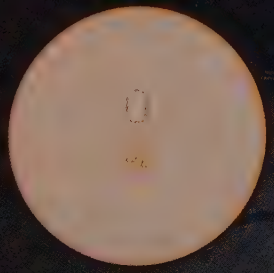
FIGHTING OUT OF
LAS VEGAS, NV

RECORD (AS OF PRESS DATE)

OVERALL RECORD: 2-0-0-0

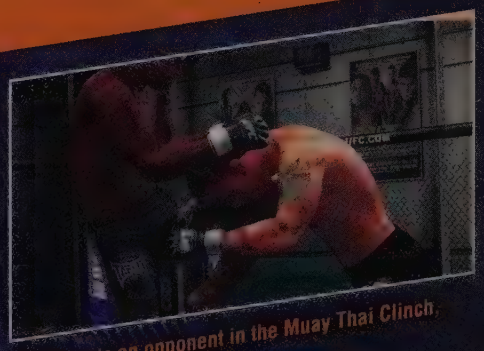
UFC WINS: 2 **UFC LOSSES: 0**





"THE SPIDER" ANDERSON SILVA

Anderson "The Spider" Silva is one of the most feared Muay Thai fighters in the world, with a clinch that pulls in and paralyzes his opponents just like his arachnid namesake. After a dominating run in PRIDE and on the independent MMA circuit, Silva came to UFC in 2006 as a middleweight, promptly knocking out Chris Leben within the first minute of his debut's first round. His second fight took place at UFC 64, where he scored a TKO victory against UFC Middleweight Champion Rich Franklin, beginning a title reign that is now in its third year.



If Silva gets an opponent in the Muay Thai Clinch, he's in serious trouble.

Since winning the UFC Middleweight Championship, Silva has gone undefeated in the UFC, with victories over Nate Marquardt and Dan Henderson, and a second win over Rich Franklin to his credit. Only one of Silva's title defenses has gone the distance. Ever in search of a challenge, Silva stepped up to the UFC Light Heavyweight Division for a fight against James Irvin, who he obliterated with a KO at 1:01 of the very first round. After defending his UFC Middleweight Championship for a record fifth time at UFC 97 against Thales Leites, he is scheduled to go back to 205 pounds to face Forrest Griffin at UFC 101.

Anderson Silva competes in both the UFC Light Heavyweight Division and the Middleweight Division, but his attributes are slightly more impressive as a middleweight. Although he is by no means a one-dimensional fighter, his Muay Thai clinch is the ultimate weapon, and you should always look for opportunities to cinch it in. The speed and power of his clinch striking and grappling offense crushes most fighters, and his high clinch defense makes it unlikely that anyone will get the upper hand on him in the clinch. Silva is also an extremely talented standing striker, with high strike and kick offense, and superior standing defense. His signature Right High Front Kick and Left Flying Knee are two of the most devastating attacks in the UFC.

Silva is a less effective fighter on the ground, where he suffers from low offensive ability, but his high ground defense helps keep him out of trouble. If an opponent takes you down, focus on regaining the advantage and getting back to your feet. Don't limit Silva's effectiveness by trying to fight on the ground, because his standing and clinch offense is vastly superior to his ground game.

TECHNIQUES

STRIKING
MUAY THAI

GRAPPLING
BJJ

ATTRIBUTES

OVERALL RATING	94
STRENGTH	60
SPEED	75
CARDIO	67

SPECIAL TECHNIQUES

The following moves are uniquely available to Anderson Silva:

Condition	Xbox 360	PS3	Move
Standing (Striking Range)	[illegible] + [illegible]	[illegible] + [illegible]	Right High Front Kick
[illegible] (Prone)	[illegible] + [illegible]	[illegible] + [illegible]	[illegible]

SKILLS

STANDING STRIKES OFFENSE	71
STANDING STRIKES DEFENSE	80
STANDING KICKS OFFENSE	87
STANDING KICKS DEFENSE	86
CLINCH STRIKING OFFENSE	88
CLINCH STRIKING DEFENSE	82
GROUND STRIKING OFFENSE	61
GROUND STRIKING DEFENSE	74
CLINCH GRAPPLE OFFENSE	79
CLINCH GRAPPLE DEFENSE	75
TAKEDOWN OFFENSE	56
TAKEDOWN DEFENSE	72
GROUND GRAPPLE OFFENSE	62
GROUND GRAPPLE DEFENSE	80
SUBMISSION OFFENSE	75
SUBMISSION DEFENSE	66

STATISTICS

AGE
34

BIRTHDATE
4/14/75

WEIGHT
185 LBS.

HIEGHT
6'2"

REACH
75.5"

NATIONALITY

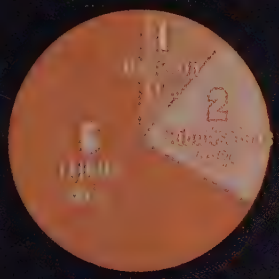
HOMETOWN
CURITIBA, BRAZIL

FIGHTING OUT OF
CURITIBA, BRAZIL

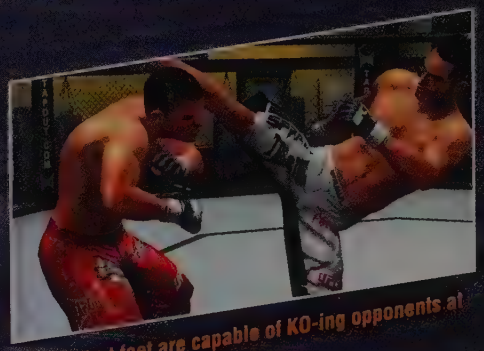
RECORD *(AS OF PRESS DATE)*

OVERALL RECORD: 24-4-0-0

UFC WINS: 9 **UFC LOSSES: 0**



"QUICK" MIKE SWICK



Swick's fast feet are capable of KO-ing opponents at any time.

Mike "Quick" Swick earned his nickname by knocking out Alex Schoenauer 20 seconds into his UFC debut. That was the first of four first round wins for Swick, whose only UFC loss to date came at the hands of Yushin Okami at UFC 69. Since then, Swick has gone on to rack up three more victories, the last of which was a 33-second KO over Jonathan Goulet at UFC: Fight for the Troops. Just to remind the UFC fans that he's still "Quick."

Unsurprisingly, "Quick" Swick has extremely impressive natural speed, which helps him to literally beat opponents to the punch in practically any situation. He has incredible standing strike offense and even more impressive standing kicks, but he's not as strong on the ground or in the clinch. When fighting as Swick, stay on your feet as much as possible and unload on your opponent from striking range.

TECHNIQUES

STRIKING
KICKBOXING

GRAPPLING
BJJ

ATTRIBUTES

OVERALL RATING	83
STRENGTH	58
SPEED	76
CARDIO	56

SKILLS

STANDING STRIKES OFFENSE	79
STANDING STRIKES DEFENSE	67
STANDING KICKS OFFENSE	86
STANDING KICKS DEFENSE	67
CLINCH STRIKING OFFENSE	61
CLINCH STRIKING DEFENSE	57
GROUND STRIKING OFFENSE	59
GROUND STRIKING DEFENSE	58
CLINCH GRAPPLE OFFENSE	60
CLINCH GRAPPLE DEFENSE	58
TAKEDOWN OFFENSE	47
TAKEDOWN DEFENSE	59
GROUND GRAPPLE OFFENSE	55
GROUND GRAPPLE DEFENSE	61
SUBMISSION OFFENSE	66
SUBMISSION DEFENSE	65

STATISTICS

AGE
29

BIRTHDATE
6/19/79

WEIGHT
185 LBS.

HIEGHT
6'1"

REACH
76.5"

NATIONALITY

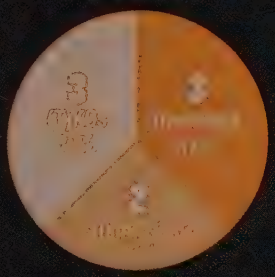
HOMETOWN
HOUSTON, TX

FIGHTING OUT OF
SAN JOSE, CA

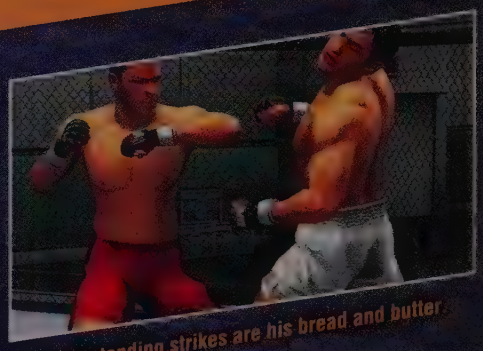
RECORD (AS OF PRESS DATE)

OVERALL RECORD: 13-2-0-0

UFC WINS: 8 **UFC LOSSES: 1**



EVAN TANNER



Tanner's standing strikes are his bread and butter.

During a career that spanned over ten years, Evan Tanner established himself as an elite mixed martial artist and one of the sport's most inspirational figures. Tanner's UFC debut came at UFC 18 in 1999, which he won via submission in the first round over Darrel Gholar. He won the UFC Middleweight Championship over David Terrell at UFC 51 in 2005, which cemented his legacy in the UFC history books. Shortly after a competitive split decision loss to Kendall Grove at the Ultimate Fighter 7 Finale, Tanner tragically died of heat exposure during a camping expedition in the California desert, but his fighting spirit lives on.

Tanner is a well-rounded fighter who can pursue victory via KO, TKO, or by submission. As a striker, he's best when he's on his feet, preferably standing at striking range. His clinch offense is as high as his standing offense, but his standing defense is better. Tanner is equally formidable on the ground, where he can use his ground grapple offense to maneuver his opponent into a submission. He's only an average ground striker, but his ground and submission defense is above-average across the board.

TECHNIQUES

STRIKING
BOXING

GRAPPLING
BJJ

ATTRIBUTES

OVERALL RATING	79
STRENGTH	56
SPEED	47
CARDIO	47

SKILLS

STANDING STRIKES OFFENSE	66
STANDING STRIKES DEFENSE	70
STANDING KICKS OFFENSE	61
STANDING KICKS DEFENSE	61
CLINCH STRIKING OFFENSE	61
CLINCH STRIKING DEFENSE	49
GROUND STRIKING OFFENSE	51
GROUND STRIKING DEFENSE	63
CLINCH GRAPPLE OFFENSE	62
CLINCH GRAPPLE DEFENSE	50
TAKEDOWN OFFENSE	60
TAKEDOWN DEFENSE	59
GROUND GRAPPLE OFFENSE	69
GROUND GRAPPLE DEFENSE	60
SUBMISSION OFFENSE	66
SUBMISSION DEFENSE	65

STATISTICS

AGE
37

BIRTHDATE
2/1/71

WEIGHT
185 LBS.

HIEGHT
6'0"

REACH
74"

NATIONALITY

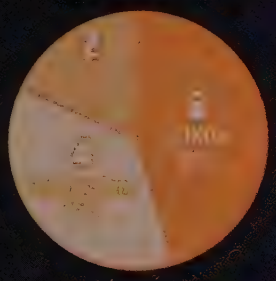
HOMETOWN
AMARILLO, TX

FIGHTING OUT OF
LAS VEGAS, NV

RECORD (AS OF PRESS DATE)

OVERALL RECORD: 34-8-0-0

UFC WINS: 11 **UFC LOSSES: 6**



Evan Tanner

"PITBULL" THIAGO ALVES

Thiago Alves' clinch strikes are something to be feared.

Thiago Alves made his UFC debut on his 22nd birthday at UFC Ultimate Fight Night 2, facing Spencer Fisher. Fisher gave Alves a triangle choke and his first UFC loss as a birthday present. Despite a rocky start to his UFC career that saw him go 2-2 in his first four fights, Alves began the second year of his UFC run with a unanimous decision victory over John Alessio that would be the first victory in a seven-fight streak that is still ongoing. After consecutive wins over Chris Lytle, Karo Parisyan, Matt Hughes, and Josh Koscheck, Alves earned himself a title shot against UFC Welterweight Champion Georges St-Pierre at UFC 100.

Alves is an extremely well-rounded and dangerous striker who has won the vast majority of his fights by knockout. He has a lethal combination of strength and speed that allows him to outstrike and overpower most opponents. Although Alves has strong ground striking offense and respectable ground and submission defense, he's at his best in the clinch, where he can unleash fast, powerful strikes. His strikes and kicks are also deadly at striking range, giving you the ability to choose an offensive strategy that lines up with your opponent's defensive limitations.

TECHNIQUES

STRIKING
MUAY THAI

GRAPPLING
BJJ

ATTRIBUTES

OVERALL RATING	91
STRENGTH	74
SPEED	73
CARDIO	63

SKILLS

STANDING STRIKES OFFENSE	73
STANDING STRIKES DEFENSE	64
STANDING KICKS OFFENSE	85
STANDING KICKS DEFENSE	74
CLINCH STRIKING OFFENSE	83
CLINCH STRIKING DEFENSE	69
GROUND STRIKING OFFENSE	75
GROUND STRIKING DEFENSE	61
CLINCH GRAPPLE OFFENSE	75
CLINCH GRAPPLE DEFENSE	62
TAKEDOWN OFFENSE	60
TAKEDOWN DEFENSE	75
GROUND GRAPPLE OFFENSE	69
GROUND GRAPPLE DEFENSE	67
SUBMISSION OFFENSE	67
SUBMISSION DEFENSE	72

STATISTICS

AGE
25

BIRTHDATE
10/3/83

WEIGHT
170 LBS.

HIEGHT
5'9"

REACH
68"

NATIONALITY

HOMETOWN
FORTALEZA, BRAZIL

FIGHTING OUT OF
COCONUT CREEK, FL

RECORD (AS OF PRESS DATE)

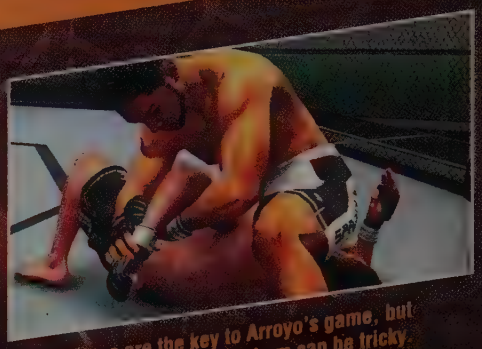
OVERALL RECORD: 22-4-0-0

UFC WINS: 9 **UFC LOSSES: 2**

UFC Welterweight Division

Thiago Alves

"NO REGARD" MATT ARROYO



Submissions are the key to Arroyo's game, but getting into position to use them can be tricky.

Matt Arroyo was a competitor on the sixth season of *The Ultimate Fighter*, but he had to withdraw from the competition due to a rib injury prior to his scheduled fight with Mac Danzig. Although he would not be crowned the Ultimate Fighter, Arroyo was given the opportunity to fight on the Ultimate Fighter Finale and won his match over John Kelesi via first round submission. His last UFC fight was a split decision loss at UFC 94 to Dan Cramer.

Matt Arroyo's greatest offensive strengths are his submission and ground grapple offense. Unfortunately, his takedown and clinch grapple offense are only slightly above average, which makes it tough for him to get opponents down to the mat. He also lacks significant ground grapple offense, which limits his ability to advance his position. In practically every other situation, he's either slightly above or slightly below average. Fighting successfully as Arroyo hinges on locking in a submission quickly and staying on the offensive. If your opponent gets the upper hand, you'll have a hard time getting it back.

TECHNIQUES

STRIKING
BOXING

GRAPPLING
BJJ

ATTRIBUTES

OVERALL RATING	78
STRENGTH	49
SPEED	59
CARDIO	62

SKILLS

STANDING STRIKES OFFENSE	57
STANDING STRIKES DEFENSE	55
STANDING KICKS OFFENSE	42
STANDING KICKS DEFENSE	49
CLINCH STRIKING OFFENSE	46
CLINCH STRIKING DEFENSE	51
GROUND STRIKING OFFENSE	61
GROUND STRIKING DEFENSE	55
CLINCH GRAPPLE OFFENSE	58
CLINCH GRAPPLE DEFENSE	56
TAKEDOWN OFFENSE	58
TAKEDOWN DEFENSE	47
GROUND GRAPPLE OFFENSE	66
GROUND GRAPPLE DEFENSE	78
SUBMISSION OFFENSE	79
SUBMISSION DEFENSE	64

STATISTICS

AGE
26

BIRTHDATE
9/1/82

WEIGHT
170 LBS.

HIEGHT
6'0"

REACH
74"

NATIONALITY

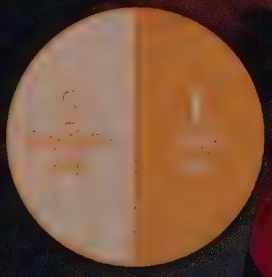
HOMETOWN
HACKENSACK, NJ

FIGHTING OUT OF
TAMPA, FL

RECORD (AS OF PRESS DATE)

OVERALL RECORD: 3-3-0-0

UFC WINS: 1 **UFC LOSSES: 2**



Matt Arroyo

KYLE BRADLEY

Use Bradley's natural speed to rock your opponent with strikes.

Although he entered the UFC in 2008 with a 13-4 record, Kyle Bradley has enjoyed less success in the world's premier mixed martial arts organization. His UFC 81 debut match against welterweight Chris Lytle lasted only 33 seconds, with Lytle winning via TKO. Despite dropping down to the Lightweight Division, Bradley still struggled against Joe Lauzon, who beat him with a second-round TKO. But at only 26 years old, Bradley still has plenty of time to hone his skills against some of the best fighters in the world.

Bradley's greatest asset is his natural speed, which helps him maximize his standing strikes, the most powerful weapon in his arsenal. Aside from that, however, he's an average fighter across the board, with no particular weaknesses but no special strengths either. Your best bet is to take advantage of Bradley's speed and striking power, stay on offense, push the pace, and look for a quick KO or TKO.

TECHNIQUES

STRIKING
BOXING

GRAPPLING
BJJ

ATTRIBUTES

OVERALL RATING	75
STRENGTH	58
SPEED	72
CARDIO	50

SKILLS

STANDING STRIKES OFFENSE	71
STANDING STRIKES DEFENSE	60
STANDING KICKS OFFENSE	54
STANDING KICKS DEFENSE	50
CLINCH STRIKING OFFENSE	55
CLINCH STRIKING DEFENSE	50
GROUND STRIKING OFFENSE	55
GROUND STRIKING DEFENSE	52
CLINCH GRAPPLE OFFENSE	50
CLINCH GRAPPLE DEFENSE	48
TAKEDOWN OFFENSE	51
TAKEDOWN DEFENSE	52
GROUND GRAPPLE OFFENSE	49
GROUND GRAPPLE DEFENSE	57
SUBMISSION OFFENSE	55
SUBMISSION DEFENSE	51

STATISTICS

AGE
26

BIRTHDATE
8/19/82

WEIGHT
170 LBS.

HIEGHT
5'9"

REACH
71"

NATIONALITY

HOMETOWN
BATON ROUGE, LA

FIGHTING OUT OF
BATON ROUGE, LA

RECORD (AS OF PRESS DATE)

OVERALL RECORD: 13-6-0-1

UFC WINS: 0 **UFC LOSSES: 2**

"THE PEOPLE'S WARRIOR"
JOSH BURKMAN

Takedowns are Burkman's strongest suit

Josh Burkman first appeared in the UFC as a contestant on the second season of *The Ultimate Fighter*. Although he did not win the competition, Burkman did fight and win his UFC debut match on The Ultimate Fighter 2 Finale, with a brutal knockout slam of Sam Morgan 21 seconds into the first round. Over the next three years, Burkman enjoyed mixed success in the UFC, winning four of nine bouts.

Josh Burkman is a moderately well rounded fighter who's much stronger on offense than defense. He can either stand and strike with an opponent or bring the fight to the ground with a clinch grapple or by shooting for the takedown. Once there, he can lay in the ground-and-pound with his formidable ground striking offense. However, Burkman's cardio is extremely limited, making it tougher for him in later rounds. And other than his clinch grapple defense, his defensive abilities are average or below across the board. He's especially vulnerable to submissions.

TECHNIQUES

STRIKING
BOXING

GRAPPLING
WRESTLING

ATTRIBUTES

OVERALL RATING	77
STRENGTH	63
SPEED	55
CARDIO	42

SKILLS

STANDING STRIKES OFFENSE	70
STANDING STRIKES DEFENSE	54
STANDING KICKS OFFENSE	61
STANDING KICKS DEFENSE	48
CLINCH STRIKING OFFENSE	63
CLINCH STRIKING DEFENSE	49
GROUND STRIKING OFFENSE	67
GROUND STRIKING DEFENSE	53
CLINCH GRAPPLE OFFENSE	71
CLINCH GRAPPLE DEFENSE	65
TAKEDOWN OFFENSE	80
TAKEDOWN DEFENSE	53
GROUND GRAPPLE OFFENSE	49
GROUND GRAPPLE DEFENSE	48
SUBMISSION OFFENSE	43
SUBMISSION DEFENSE	42

STATISTICS

AGE
29

BIRTHDATE
4/10/80

WEIGHT
170 LBS.

HIEGHT
5'10"

REACH
72"

NATIONALITY

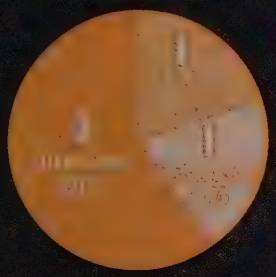
HOMETOWN
SALT LAKE CITY, UT

FIGHTING OUT OF
LAS VEGAS, NV

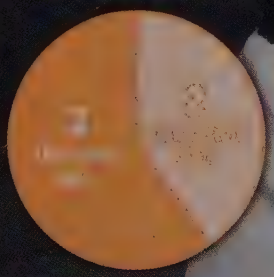
RECORD (AS OF PRESS DATE)

OVERALL RECORD: 20-7-0-0

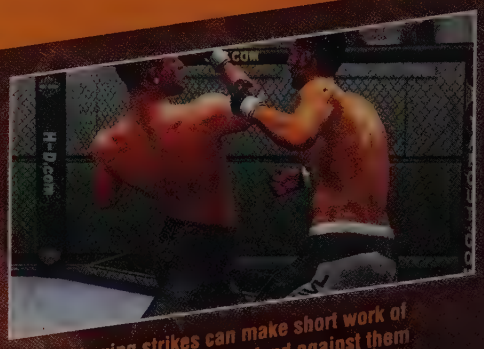
UFC WINS: 5



UFC LOSSES: 5



"THE IRISH HAND GRENADE" MARCUS DAVIS



Davis's boxing strikes can make short work of an opponent who doesn't defend against them properly.

After competing on the second season of *The Ultimate Fighter* and losing his UFC debut at The Ultimate Fighter 2 Finale, Marcus Davis returned to the independent MMA scene to rebuild his momentum. When he reappeared at UFC: Ortiz vs. Shamrock 3, "The Irish Hand Grenade" exploded into the Welterweight Division with the first of six consecutive victories. His almost two-year winning streak was ended by Mike Swick at UFC 85, but he rebounded with a pair of wins, improving his UFC record to 8-2. His last fight was a split decision victory over Chris Lytle at UFC 93.

Although he originally trained as a boxer (with the strength and standing strike skills to prove it), Davis has enjoyed significant success as a submission fighter in UFC. His standing strikes are by far his most potent offensive weapon, but he can also bring the pain with his ground striking offense and submission skills. His defense is generally pretty solid, though he's safest when standing and can have a hard time advancing his position on the ground.

TECHNIQUES

STRIKING
BOXING

GRAPPLING
WRESTLING

ATTRIBUTES

OVERALL RATING	86
STRENGTH	73
SPEED	61
CARDIO	69

SKILLS

STANDING STRIKES OFFENSE	90
STANDING STRIKES DEFENSE	87
STANDING KICKS OFFENSE	57
STANDING KICKS DEFENSE	64
CLINCH STRIKING OFFENSE	58
CLINCH STRIKING DEFENSE	59
GROUND STRIKING OFFENSE	70
GROUND STRIKING DEFENSE	66
CLINCH GRAPPLE OFFENSE	62
CLINCH GRAPPLE DEFENSE	67
TAKEDOWN OFFENSE	54
TAKEDOWN DEFENSE	63
GROUND GRAPPLE OFFENSE	51
GROUND GRAPPLE DEFENSE	59
SUBMISSION OFFENSE	73
SUBMISSION DEFENSE	61

STATISTICS

AGE
35

BIRTHDATE
8/24/73

WEIGHT
170 LBS.

HIEGHT
5'10"

REACH
69.5"

NATIONALITY

HOMETOWN
HOULTON, ME

FIGHTING OUT OF
BANGOR, ME

RECORD (AS OF PRESS DATE)

OVERALL RECORD: 21-5-0-0

UFC WINS: 8 **UFC LOSSES: 2**

JON FITCH

The best way for Fitch to soften up an opponent is with his impressive clinch striking.

Jon Fitch made an immediate impact in the UFC when he debuted at Ultimate Fight Night 2. His unanimous decision victory over Brock Larson was the start of an eight-win streak that saw him triumph over established UFC fighters like Josh Burkman, Thiago Alves, and Diego Sanchez. UFC Welterweight Champion George St-Pierre kept Fitch from a ninth straight win, which would have set a UFC record. He is currently scheduled to compete at UFC 100.

Fitch is a versatile fighter with serious ground and submission skills, but he's also well rounded enough that he doesn't have to rely solely on them. With his impressive cardio and solid defensive skills, you should let opponents exhaust themselves before going after them in the later rounds. Your best tactic is to lock up in the clinch and soften your opponent with strikes before taking him down with Fitch's superior clinch grapple ability. From there, lay in the ground-and-pound and advance your position to set up an opportunity for a submission. Even if you can't score the tap out, you should be able to continue working hard enough through the fight to win the decision.

TECHNIQUES

STRIKING
BOXING

GRAPPLING
WRESTLING

ATTRIBUTES

OVERALL RATING	89
STRENGTH	50
SPEED	56
CARDIO	80

SKILLS

STANDING STRIKES OFFENSE	56
STANDING STRIKES DEFENSE	69
STANDING KICKS OFFENSE	60
STANDING KICKS DEFENSE	57
CLINCH STRIKING OFFENSE	73
CLINCH STRIKING DEFENSE	61
GROUND STRIKING OFFENSE	69
GROUND STRIKING DEFENSE	81
CLINCH GRAPPLE OFFENSE	87
CLINCH GRAPPLE DEFENSE	85
TAKEDOWN OFFENSE	66
TAKEDOWN DEFENSE	62
GROUND GRAPPLE OFFENSE	76
GROUND GRAPPLE DEFENSE	75
SUBMISSION OFFENSE	80
SUBMISSION DEFENSE	75

STATISTICS

AGE
31

BIRTHDATE
2/24/78

WEIGHT
170 LBS.

HIEGHT
6'0"

REACH
76"

NATIONALITY

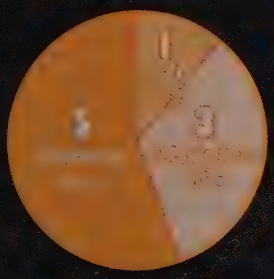
HOMETOWN
FT. WAYNE, IN

FIGHTING OUT OF
SAN JOSE, CA

RECORD (AS OF PRESS DATE)

OVERALL RECORD: 22-3-0-1

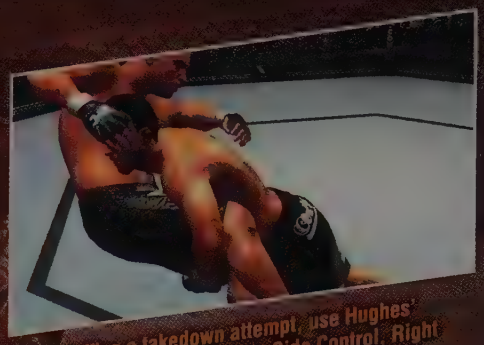
UFC WINS: 9 **UFC LOSSES: 1**



MATT HUGHES

Some UFC fans were first introduced to Matt Hughes as one of the coaches on the second season of *The Ultimate Fighter*, but Hughes had already established himself as a dominant fighter long before than. After appearing at UFC 22, UFC 26, and UFC 29, Hughes finally came to the UFC full-time at the end of 2002, when he won the UFC Welterweight Championship at UFC 34. He defended it successfully five times before finally losing it to BJ Penn at UFC 46.

After Penn vacated the title, Hughes fought and defeated Georges St-Pierre for it at UFC 50. He cemented his claim to the belt by stopping Penn in the third round of their UFC 63 title fight. But St-Pierre succeeded in his second title challenge, defeating Hughes for the championship at UFC 65 and then scoring another win in their rubber match at UFC 79. Following a loss against Thiago Alves at UFC 85, Hughes stated that there was no fight he wanted more than one against longtime rival Matt Serra. The two are currently slated to meet at UFC 94.



After stuffing a takedown attempt, use Hughes' patented Pick Up and Slam to Side Control, Right maneuver to establish dominance.

Hughes is a phenomenally talented wrestler with tremendous ground game. When fighting as him, your goal should be to keep the fight on the ground as much as possible, and Hughes has multiple ways to make that happen. His takedown offense is remarkable, so shooting for the takedown is almost always an option. His clinch grapple skills are equally exceptional, and he has the unique ability to gain side control while defending against a takedown with his Pick Up and Slam to Side Control, Right technique. Once your opponent is in a disadvantaged position, continue advancing your position, and look for a submission victory or knockout via ground strikes.

TECHNIQUES

STRIKING
BOXING

GRAPPLING
WRESTLING

ATTRIBUTES

OVERALL RATING	90
STRENGTH	54
SPEED	57
CARDIO	64

SPECIAL TECHNIQUES

The following moves are uniquely available to Matt Hughes:

Condition	Xbox 360	PS3	Move
Ground (Great Position On Defense)	[illegible]	[illegible]	Pick Up and Slam to Side Control, Right

SKILLS

STANDING STRIKES OFFENSE	66
STANDING STRIKES DEFENSE	66
STANDING KICKS OFFENSE	49
STANDING KICKS DEFENSE	60
CLINCH STRIKING OFFENSE	60
CLINCH STRIKING DEFENSE	75
GROUND STRIKING OFFENSE	81
GROUND STRIKING DEFENSE	68
CLINCH GRAPPLE OFFENSE	82
CLINCH GRAPPLE DEFENSE	83
TAKEDOWN OFFENSE	82
TAKEDOWN DEFENSE	79
GROUND GRAPPLE OFFENSE	74
GROUND GRAPPLE DEFENSE	73
SUBMISSION OFFENSE	75
SUBMISSION DEFENSE	60

STATISTICS

AGE
35

BIRTHDATE
10/13/73

WEIGHT
170 LBS.

HIEGHT
5'9"

REACH
73"

NATIONALITY

HOMETOWN
HILLSBORO, IL

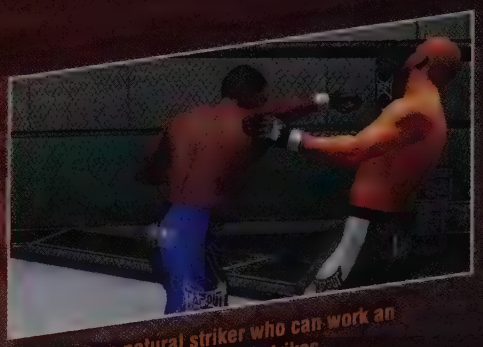
FIGHTING OUT OF
HILLSBORO, IL

RECORD *(AS OF PRESS DATE)*

OVERALL RECORD: 43-7-0-0

UFC WINS: 15 **UFC LOSSES: 5**

"RUMBLE" ANTHONY JOHNSON



Johnson is a natural striker who can work an opponent over with powerful strikes.

Anthony Johnson is only in the third year of his professional MMA career, and has been a UFC fighter for less than two years, but he has already earned a reputation as a welterweight to watch. After winning his debut fight at UFC Fight Night 10 with a 13-second knockout of Chad Reiner, he improved his record to 2-1 going into a 2008 fight against Kevin Burns. Following an accidental poke to the eye in the third round, Johnson was unable to continue and lost the fight by TKO. But he avenged the loss in their rematch at the Ultimate Fighter 8 Finale, when he knocked out Burns with a kick to the head. Johnson won his next fight in February 2009 with a first-round TKO of Luigi Fioravanti, and he looks poised to continue his rise through the UFC Welterweight Division.

Johnson has terrific speed and strength. Combined with his potent standing strikes and kicks offense, they make him a threat to any welterweight who tries to stand with him. He's solid in the clinch, although his clinch striking defense leaves something to be desired. He's weak on the ground, with ground defense that's average at best. When fighting as Johnson, look for the first-round knockout with standing strikes and kicks. Push the pace and stay on offense, because defense is not his strong suit. Be mindful of Johnson's limited cardio as well, and don't let him get gassed too quickly.

TECHNIQUES

STRIKING
KICKBOXING

GRAPPLING
WRESTLING

ATTRIBUTES

OVERALL RATING	82
STRENGTH	80
SPEED	79
CARDIO	49

SKILLS

STANDING STRIKES OFFENSE	86
STANDING STRIKES DEFENSE	61
STANDING KICKS OFFENSE	81
STANDING KICKS DEFENSE	64
CLINCH STRIKING OFFENSE	75
CLINCH STRIKING DEFENSE	48
GROUND STRIKING OFFENSE	57
GROUND STRIKING DEFENSE	47
CLINCH GRAPPLE OFFENSE	63
CLINCH GRAPPLE DEFENSE	63
TAKEDOWN OFFENSE	61
TAKEDOWN DEFENSE	66
GROUND GRAPPLE OFFENSE	48
GROUND GRAPPLE DEFENSE	47
SUBMISSION OFFENSE	42
SUBMISSION DEFENSE	49

STATISTICS

AGE
25

BIRTHDATE
3/6/84

WEIGHT
170 LBS.

HIEGHT
6'2"

REACH
78"

NATIONALITY

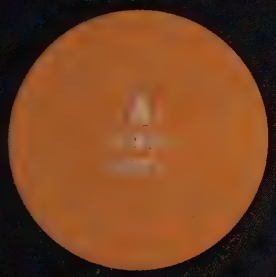
HOMETOWN
DUBLIN, GA

FIGHTING OUT OF
SAN JOSE, CA

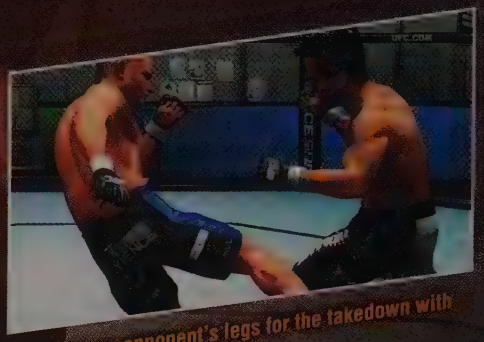
RECORD (AS OF PRESS DATE)

OVERALL RECORD: 7-2-0-0

UFC WINS: 4 **UFC LOSSES: 2**



"THE HITMAN" MARTIN KAMPMANN



Soften up an opponent's legs for the takedown with Kampmann's leg kicks.

Martin "The Hitman" Kampmann came to the UFC as a middleweight at UFC Fight Night 6, where he won by submission in the very first round. He racked up another three victories over the following two years before being handed his first UFC loss by Nate Marquardt at UFC 88 (only the second loss of his career). Following that fight, Kampmann dropped down to the UFC Welterweight Division, where he has a perfect 2-0 record so far.

Kampmann is a well-rounded, versatile fighter with a natural speed advantage over most opponents. As a welterweight fighter, his cardio is slightly lower and his strength is slightly higher than his middleweight attributes, but it's a very subtle difference. Although he has phenomenal submission skills, his meager takedown offense and clinch grapple offense can make it difficult to put an opponent on the ground. His standing strikes are solid, and his standing kicks are positively lethal, but his average standing defense leaves him vulnerable to a KO or TKO. Use his kicks to erode an opponent's vertical base, and take him to the ground, where Kampmann's ground game gives him the advantage.

TECHNIQUES

STRIKING
MUAY THAI

GRAPPLING
BJJ

ATTRIBUTES

OVERALL RATING	85
STRENGTH	59
SPEED	68
CARDIO	60

SKILLS

STANDING STRIKES OFFENSE	62
STANDING STRIKES DEFENSE	61
STANDING KICKS OFFENSE	66
STANDING KICKS DEFENSE	66
CLINCH STRIKING OFFENSE	63
CLINCH STRIKING DEFENSE	61
GROUND STRIKING OFFENSE	63
GROUND STRIKING DEFENSE	57
CLINCH GRAPPLE OFFENSE	59
CLINCH GRAPPLE DEFENSE	47
TAKEDOWN OFFENSE	57
TAKEDOWN DEFENSE	60
GROUND GRAPPLE OFFENSE	80
GROUND GRAPPLE DEFENSE	79
SUBMISSION OFFENSE	88
SUBMISSION DEFENSE	70

STATISTICS

AGE
27

BIRTHDATE
4/17/82

WEIGHT
170 LBS.

HIEGHT
6'0"

REACH
71"

NATIONALITY

HOMETOWN
AARHUS, DENMARK

FIGHTING OUT OF
LAS VEGAS, NV

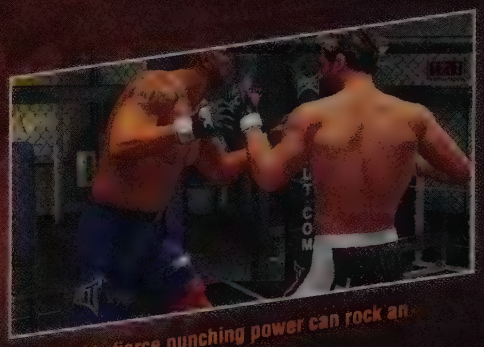
RECORD *(AS OF PRESS DATE)*

OVERALL RECORD: 15-2-0-0

UFC WINS: 6 **UFC LOSSES: 1**

Martin Kampmann

JOSH KOSCHECK



Koscheck's fierce punching power can rock an opponent in a hurry.

Josh Koscheck made his first UFC appearance as a middleweight contestant on the first season of *The Ultimate Fighter*. Although he didn't win the competition, he did appear on the Ultimate Fighter Finale, winning with a first-round knockout. After compiling a 7-1 UFC record that saw him avenge his *TUF* decision loss to Diego Sanchez, Koscheck lost via decision to Georges St-Pierre at UFC 74. Since then, he's won a decision over Chris Lytle, lost a decision to Thiago Alves, and remains one of the top-ranked welterweights in UFC.

All of Koscheck's attributes are above average, but he has particularly high speed and cardio, which allow him to outmaneuver and outlast his opponents. He's at his best when he can keep the fight standing, allowing him to unleash tremendously powerful strikes and formidable kicks. He's also solid in the clinch, where he enjoys good striking and grappling offense. Koscheck's clinch grapple defense and takedown defense help to keep him off of the mat, which is good, as his ground defense is only slightly above average. However, his ground strikes are absolutely lethal, and he can quickly win via TKO with his ground-and-pound if he gains an advantaged position.

TECHNIQUES

STRIKING
BOXING

GRAPPLING
WRESTLING

ATTRIBUTES

OVERALL RATING	90
STRENGTH	62
SPEED	71
CARDIO	72

SKILLS

STANDING STRIKES OFFENSE	65
STANDING STRIKES DEFENSE	65
STANDING KICKS OFFENSE	70
STANDING KICKS DEFENSE	61
CLINCH STRIKING OFFENSE	72
CLINCH STRIKING DEFENSE	65
GROUND STRIKING OFFENSE	63
GROUND STRIKING DEFENSE	64
CLINCH GRAPPLE OFFENSE	70
CLINCH GRAPPLE DEFENSE	81
TAKEDOWN OFFENSE	69
TAKEDOWN DEFENSE	81
GROUND GRAPPLE OFFENSE	58
GROUND GRAPPLE DEFENSE	58
SUBMISSION OFFENSE	50
SUBMISSION DEFENSE	74

STATISTICS

AGE
31

BIRTHDATE
14-3-0-0

WEIGHT
170 LBS.

HIEGHT
5'10"

REACH
74"

NATIONALITY

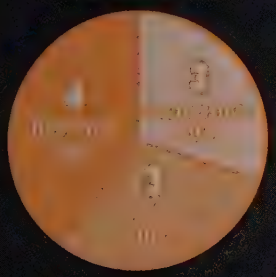
HOMETOWN
WAYNESBURG, PA

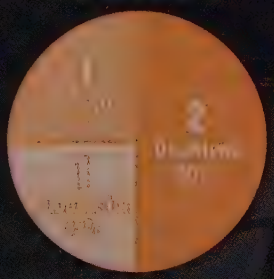
FIGHTING OUT OF
FRESNO, CA

RECORD *(AS OF PRESS DATE)*

OVERALL RECORD: 14-4-0-0

UFC WINS: 10 **UFC LOSSES: 4**





"LIGHTS OUT" CHRIS LYTLE

Unleash Lytle's kicks to turn your opponent's lights out.

In addition to sporadic appearances in UFC starting in 2000, Chris Lytle was a contestant on the fourth season of *The Ultimate Fighter*. He faced Matt Serra at The Ultimate Fighter 4 Finale. Although Lytle lost via split decision, his performance was impressive enough to secure a future with the UFC. His win-loss record seems unremarkable on paper, but his defeats have come at the hands of some of the best fighters in the world, among them Karo Parisyan, Matt Hughes, Thiago Alves, and Josh Koscheck. Lytle also holds a 33-second knockout victory over Kyle Bradley at UFC 81.

Lytle has outstanding submission skills. His biggest weakness is that it's hard to execute them with his skill-set. He has very limited takedown and clinch grapple skills, which makes it hard to bring an opponent to the ground. On top of that, his ground grapple skills are only slightly above average, so it's difficult for him to advance his position. However, his standing strikes are formidable, and his standing kicks can erode an opponent's vertical base, making it easier for Lytle to take him down.

TECHNIQUES

STRIKING
BOXING

GRAPPLING
BJJ

ATTRIBUTES

OVERALL RATING	81
STRENGTH	49
SPEED	60
CARDIO	59

SKILLS

STANDING STRIKES OFFENSE	67
STANDING STRIKES DEFENSE	65
STANDING KICKS OFFENSE	73
STANDING KICKS DEFENSE	58
CLINCH STRIKING OFFENSE	62
CLINCH STRIKING DEFENSE	58
GROUND STRIKING OFFENSE	52
GROUND STRIKING DEFENSE	56
CLINCH GRAPPLE OFFENSE	57
CLINCH GRAPPLE DEFENSE	47
TAKEDOWN OFFENSE	49
TAKEDOWN DEFENSE	48
GROUND GRAPPLE OFFENSE	64
GROUND GRAPPLE DEFENSE	62
SUBMISSION OFFENSE	85
SUBMISSION DEFENSE	92

STATISTICS

AGE
34

BIRTHDATE
8/18/74

WEIGHT
170 LBS.

HIEGHT
5'11"

REACH
68"

NATIONALITY

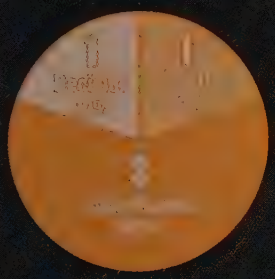
HOMETOWN
INDIANAPOLIS, IN

FIGHTING OUT OF
INDIANAPOLIS, IN

RECORD (AS OF PRESS DATE)

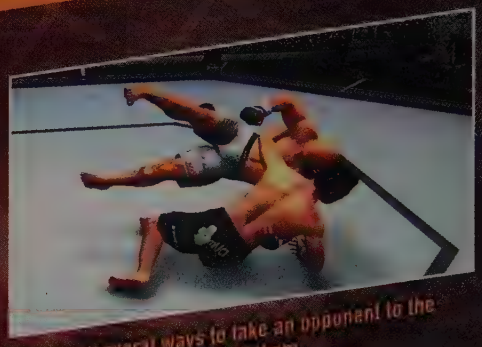
OVERALL RECORD: 36-17-4-0

UFC WINS: 5 **UFC LOSSES: 9**



Chris Lytle

"THE HEAT" KARO PARISYAN



Karo has several ways to take an opponent to the mat, and he's good at all of them.

Karo Parisyan made his UFC debut in September of 2003 with an impressive first-round submission victory over Dave Strasser at UFC 44. After a decision loss to Georges St-Pierre in 2004, Parisyan went on a five-fight winning streak, winning decisions over Chris Lytle and Matt Serra, among others. Diego Sanchez brought the streak to an end in August of 2006, but Parisyan rallied, winning three of his next five fights. His last appearance was at UFC 94.

Karo Parisyan is a well-rounded fighter with strong ground game. He also benefits from strong cardio, which lets him fight at his own pace and go the distance (most of his victories have come by decision). While standing, he's stronger defensively than offensively, and his formidable clinch grapple offense and takedown offense give him multiple opportunities for taking the fight to the ground, where he's in his element. His submission skills are the most effective way for him to win by stoppage, but staying busy and in control on the ground is an excellent way to win by decision, as well.

TECHNIQUES

STRIKING
BOXING

GRAPPLING
JUDO

ATTRIBUTES

OVERALL RATING	85
STRENGTH	61
SPEED	48
CARDIO	65

SKILLS

STANDING STRIKES OFFENSE	55
STANDING STRIKES DEFENSE	72
STANDING KICKS OFFENSE	50
STANDING KICKS DEFENSE	66
CLINCH STRIKING OFFENSE	47
CLINCH STRIKING DEFENSE	62
GROUND STRIKING OFFENSE	63
GROUND STRIKING DEFENSE	69
CLINCH GRAPPLE OFFENSE	74
CLINCH GRAPPLE DEFENSE	76
TAKEDOWN OFFENSE	85
TAKEDOWN DEFENSE	83
GROUND GRAPPLE OFFENSE	68
GROUND GRAPPLE DEFENSE	66
SUBMISSION OFFENSE	68
SUBMISSION DEFENSE	59

STATISTICS

AGE
26

BIRTHDATE
8/28/82

WEIGHT
170 LBS.

HIEGHT
5'10"

REACH
75.5"

NATIONALITY

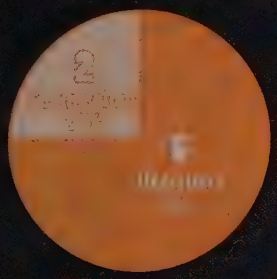
HOMETOWN
YEREVAN, ARMENIA

FIGHTING OUT OF
NORTH HOLLYWOOD, CA

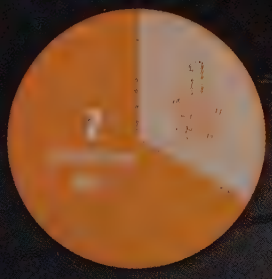
RECORD (AS OF PRESS DATE)

OVERALL RECORD: 26-5-0-1

UFC WINS: 8



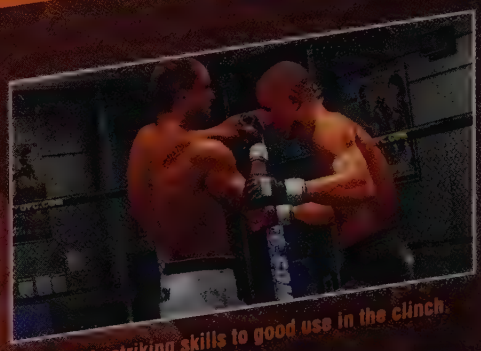
UFC LOSSES: 3



Karo Parisyan

"THE PRODIGY"
BJ PENN

BJ Penn began his UFC career as a lightweight at UFC 31, with a first-round TKO in his debut fight. Within the first two years of his UFC career, Penn narrowly missed winning the UFC Lightweight Championship twice. At UFC 46, he defeated UFC Welterweight Champion Matt Hughes in the first round. It was Penn's very first professional MMA fight as a welterweight. Penn and the UFC parted ways for two years, and the UFC Welterweight Championship was vacated. When Penn returned at UFC 59, he lost a split decision to George St-Pierre to become the number one contender for the title he never lost. However, Penn actually replaced the injured St-Pierre in the UFC 63 Welterweight Championship match against champion Matt Hughes, who defeated Penn in the third round by TKO.



Put Penn's striking skills to good use in the clinch.

Following the loss, Penn returned to the Lightweight Division and defeated Joe Stevenson for the UFC Lightweight Championship. After defending it successfully against Sean Sherk at UFC 64, Penn made another run at George St-Pierre's Welterweight Championship at UFC 94 but again came up short. He is currently preparing for a UFC Lightweight Championship defense against Kenny Florian.

BJ Penn is one of the fastest and most versatile fighters in the Welterweight or Lightweight Divisions. His standing strikes offense is off the charts, and his submission and ground grapple offense are among the best in the UFC. His defensive abilities are very strong across the board; the closest thing he has to a defensive weakness is a ground strikes defense that is merely above average. If you're facing an opponent with limited ground skills, take him down or knock him down and quickly advance your position in search of the submission. Against solid ground fighters, stay on your feet and use Penn's striking power and clinch skills to inflict damage and keep the opponent out of his element.

TECHNIQUES

STRIKING
BOXING

GRAPPLING
BJJ

ATTRIBUTES

OVERALL RATING	93
STRENGTH	59
SPEED	75
CARDIO	58

SPECIAL TECHNIQUES

The following moves are uniquely available to BJ Penn:

Condition	Xbox 360	PS3	Move
Standing (Striking Range)	[illegible]	[illegible]	Left Jab in Sway Back
[illegible]	[illegible]	[illegible]	[illegible]

SKILLS

STANDING STRIKES OFFENSE	92
STANDING STRIKES DEFENSE	85
STANDING KICKS OFFENSE	62
STANDING KICKS DEFENSE	75
CLINCH STRIKING OFFENSE	62
CLINCH STRIKING DEFENSE	74
GROUND STRIKING OFFENSE	68
GROUND STRIKING DEFENSE	66
CLINCH GRAPPLE OFFENSE	57
CLINCH GRAPPLE DEFENSE	75
TAKEDOWN OFFENSE	59
TAKEDOWN DEFENSE	80
GROUND GRAPPLE OFFENSE	86
GROUND GRAPPLE DEFENSE	83
SUBMISSION OFFENSE	83
SUBMISSION DEFENSE	90

STATISTICS

AGE
30

BIRTHDATE
12/13/78

WEIGHT
170 LBS.

HIEGHT
5'9"

REACH
70"

NATIONALITY

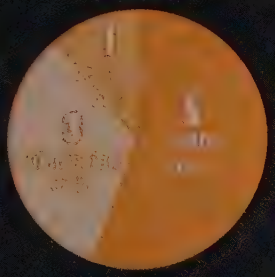
HOMETOWN
KAILUA, HI

FIGHTING OUT OF
HILO, HI

RECORD *(AS OF PRESS DATE)*

OVERALL RECORD: 13-5-1-0

UFC WINS: 9 **UFC LOSSES: 4**



AMIR SADOLLAH

When fighting as Amir, always be on the lookout for a fight-ending submission.

Amir Sadollah has only two professional fights on his record, but what fights they were. As a contestant on *The Ultimate Fighter 7*, he trained under Forrest Griffin and managed to secure a shot at becoming the next Ultimate Fighter by defeating CB Dollaway via submission in the third round of the finals. However, due to an unexpected controversy, Sadollah's scheduled opponent for the Ultimate Fighter Finale was replaced by Dollaway. Sadollah proved that his last win was no fluke, forcing Dollaway to tap out to the same armbar three minutes into the match's first round. This guaranteed Sadollah a UFC contract and awarded him the title of the Ultimate Fighter.

Compared to his middleweight attributes, Sadollah's speed and cardio are slightly lower as a welterweight, but it's not a significant difference. He's still a well-rounded fighter, with above average skills in every situation. His one peak of excellence is his submission offense. He has the cardio to hang with most opponents and match them move for move. Sadollah has no particular vulnerabilities, so go into each fight looking for the takedown (either by clinch grapple or shooting for it) and the chance to lock in a submission.

TECHNIQUES

STRIKING
MUAY THAI

GRAPPLING
BJJ

ATTRIBUTES

OVERALL RATING	84
STRENGTH	59
SPEED	60
CARDIO	65

SKILLS

STANDING STRIKES OFFENSE	61
STANDING STRIKES DEFENSE	60
STANDING KICKS OFFENSE	73
STANDING KICKS DEFENSE	73
CLINCH STRIKING OFFENSE	64
CLINCH STRIKING DEFENSE	71
GROUND STRIKING OFFENSE	59
GROUND STRIKING DEFENSE	63
CLINCH GRAPPLE OFFENSE	59
CLINCH GRAPPLE DEFENSE	59
TAKEDOWN OFFENSE	62
TAKEDOWN DEFENSE	57
GROUND GRAPPLE OFFENSE	67
GROUND GRAPPLE DEFENSE	61
SUBMISSION OFFENSE	80
SUBMISSION DEFENSE	69

STATISTICS

AGE
28

BIRTHDATE
8/27/80

WEIGHT
170 LBS.

HIEGHT
5'11"

REACH
74.5"

NATIONALITY

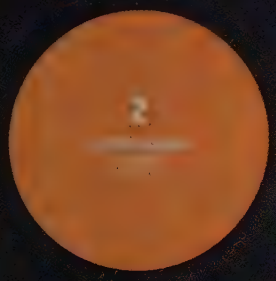
HOMETOWN
BROOKLYN, NY

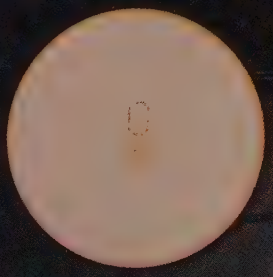
FIGHTING OUT OF
LAS VEGAS, NV

RECORD (AS OF PRESS DATE)

OVERALL RECORD: 2-0-0-0

UFC WINS: 2 **UFC LOSSES: 0**





"NIGHTMARE" DIEGO SANCHEZ

Diego's skills are sharp in any position, so use attacks that target your opponent's weak spots.

Diego Sanchez is one of the most focused fighters in all of the UFC. He set his sights on winning the first season of *The Ultimate Fighter* as a middleweight, and he accomplished his goal, defeating Kenny Florian with a first round TKO at The Ultimate Fighter Finale. He entered the UFC as a welterweight and assembled a five-fight winning streak before losing a pair of decisions to Josh Koscheck and Jon Fitch at UFC 69 and UFC 76, respectively.

Diego refocused his efforts on regaining momentum, and it paid off with victories at UFC 82 and The Ultimate Fighter 7 Finale. At UFC 95, Sanchez made his Lightweight Division debut and defeated Joe Stevenson by unanimous decision, winning Fight of the Night honors in the process. His next fight is scheduled for the finale of the 2009 season of *The Ultimate Fighter*.

Diego has only two losses to his record, and neither was the result of a knockout or submission, which is a testament to his extremely impressive defensive abilities. He is equally at home when standing, in the clinch, or on the ground, with no glaring weaknesses in any situation. His high cardio also allows him to push the pace of the fight and exhaust less conditioned opponents. Because Diego is so versatile, your offense should be determined by your opponent's defensive weaknesses. Discover his Achilles' heel by looking at his defensive stats, and take the fight in that direction.

TECHNIQUES

STRIKING
BOXING

GRAPPLING
WRESTLING

ATTRIBUTES

OVERALL RATING	90
STRENGTH	59
SPEED	58
CARDIO	74

SKILLS

STANDING STRIKES OFFENSE	69
STANDING STRIKES DEFENSE	86
STANDING KICKS OFFENSE	58
STANDING KICKS DEFENSE	63
CLINCH STRIKING OFFENSE	56
CLINCH STRIKING DEFENSE	64
GROUND STRIKING OFFENSE	68
GROUND STRIKING DEFENSE	82
CLINCH GRAPPLE OFFENSE	83
CLINCH GRAPPLE DEFENSE	86
TAKEDOWN OFFENSE	79
TAKEDOWN DEFENSE	67
GROUND GRAPPLE OFFENSE	73
GROUND GRAPPLE DEFENSE	72
SUBMISSION OFFENSE	60
SUBMISSION DEFENSE	72

STATISTICS

AGE
27

BIRTHDATE
12/31/81

WEIGHT
170 LBS.

HIEGHT
5'11"

REACH
75"

NATIONALITY

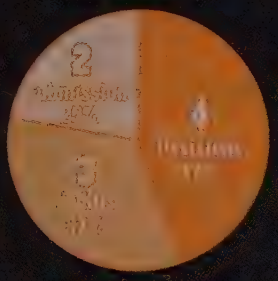
HOMETOWN
ALBUQUERQUE, NM

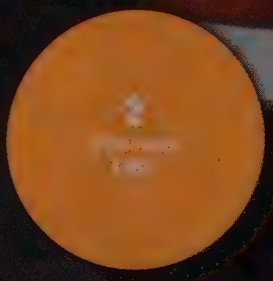
FIGHTING OUT OF
SAN DIEGO, CA

RECORD (AS OF PRESS DATE)

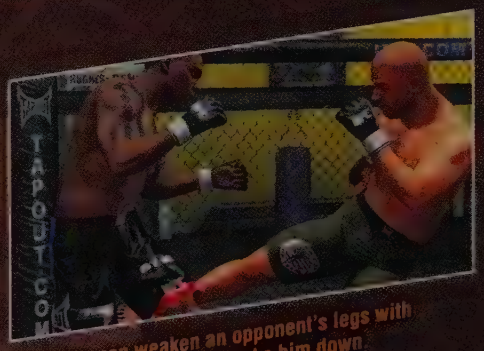
OVERALL RECORD: 22-2-0-0

UFC WINS: 9 **UFC LOSSES: 2**





"KILLA B"
BEN SAUNDERS



Saunders can weaken an opponent's legs with kicks, making it easier to take him down.

Although he failed to win the title of Ultimate Fighter in the sixth season of *The Ultimate Fighter*, Ben Saunders won his debut match at The Ultimate Finale 6, as well as both of his subsequent UFC fights. Over the course of his professional MMA career, he is undefeated, but his skills will be put to the test when he faces Mike Swick at UFC 99.

Saunders has a fearsome clinch in which he can strike and grapple very effectively. He also has superior ground game, with ground grapple skills that let Saunders advance his position on offense and prevent his opponents from doing the same when he's on defense. His standing and ground strikes are weak, and his takedown offense isn't noteworthy. But his standing kicks can weaken an opponent's legs and torso quickly, making it easier for him to score the takedown.

TECHNIQUES

STRIKING
KICKBOXING

GRAPPLING
BJJ

ATTRIBUTES

OVERALL RATING	85
STRENGTH	42
SPEED	47
CARDIO	57

SKILLS

STANDING STRIKES OFFENSE	46
STANDING STRIKES DEFENSE	54
STANDING KICKS OFFENSE	52
STANDING KICKS DEFENSE	71
CLINCH STRIKING OFFENSE	74
CLINCH STRIKING DEFENSE	60
GROUND STRIKING OFFENSE	55
GROUND STRIKING DEFENSE	76
CLINCH GRAPPLE OFFENSE	71
CLINCH GRAPPLE DEFENSE	60
TAKEDOWN OFFENSE	57
TAKEDOWN DEFENSE	62
GROUND GRAPPLE OFFENSE	78
GROUND GRAPPLE DEFENSE	86
SUBMISSION OFFENSE	50
SUBMISSION DEFENSE	56

STATISTICS

AGE
26

BIRTHDATE
4/13/83

WEIGHT
170 LBS.

HIEGHT
6'3"

REACH
78.5"

NATIONALITY

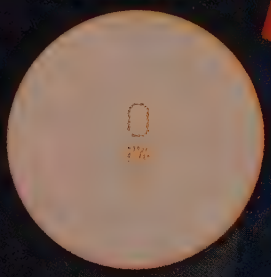
HOMETOWN
FT. LAUDERDALE , FL

FIGHTING OUT OF
ORLANDO, FL

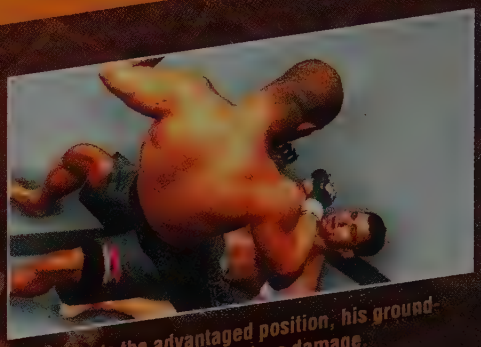
RECORD (AS OF PRESS DATE)

OVERALL RECORD: 7-0-2-0

UFC WINS: 3 **UFC LOSSES: 0**



"THE TERROR" MATT SERRA



If Serra gets the advantaged position, his ground-and-pound can do some serious damage.

Matt Serra had mixed success in the UFC prior to taking part in the fourth season of *The Ultimate Fighter*. Entering with a 4-4 UFC record, Serra picked up his fifth UFC win and the title of the Ultimate Fighter with a split decision victory over Chris Lytle. He added an even more impressive title to his record when he defeated Georges St-Pierre at UFC 69 with a first-round TKO for the UFC Welterweight Championship.

After returning to *The Ultimate Fighter*, this time as a coach, Serra faced UFC Interim Welterweight Champion Georges St-Pierre at UFC 83 to unify the two welterweight titles. St-Pierre emerged victorious with a second-round TKO and was crowned the undisputed UFC Welterweight Champion. Serra is currently slated to fight longtime rival Matt Hughes at UFC 98.

Matt Serra is an extremely well-rounded fighter, with universally solid skills instead of obvious strengths and glaring weaknesses. His standing, ground, and submission defense are all very strong, which makes it difficult for an opponent to finish him. He also has great standing strikes and ground striking offense, as well as tremendous ground grapple and submission offense. If you're facing an opponent who isn't comfortable on the ground, look to take him down and go for the submission. Against grapplers and ground fighters, stay standing at striking range and whittle them down with strikes and kicks.

TECHNIQUES

STRIKING
BOXING

GRAPPLING
BJJ

ATTRIBUTES

OVERALL RATING	89
STRENGTH	65
SPEED	62
CARDIO	61

SKILLS

STANDING STRIKES OFFENSE	77
STANDING STRIKES DEFENSE	74
STANDING KICKS OFFENSE	59
STANDING KICKS DEFENSE	74
CLINCH STRIKING OFFENSE	59
CLINCH STRIKING DEFENSE	75
GROUND STRIKING OFFENSE	70
GROUND STRIKING DEFENSE	80
CLINCH GRAPPLE OFFENSE	59
CLINCH GRAPPLE DEFENSE	61
TAKEDOWN OFFENSE	61
TAKEDOWN DEFENSE	63
GROUND GRAPPLE OFFENSE	79
GROUND GRAPPLE DEFENSE	77
SUBMISSION OFFENSE	81
SUBMISSION DEFENSE	71

STATISTICS

AGE
34

BIRTHDATE
6/2/74

WEIGHT
170 LBS.

HIEGHT
5'6"

REACH
69"

NATIONALITY

HOMETOWN
EAST MEADOW, NY

FIGHTING OUT OF
EAST MEADOW, NY

RECORD *(AS OF PRESS DATE)*

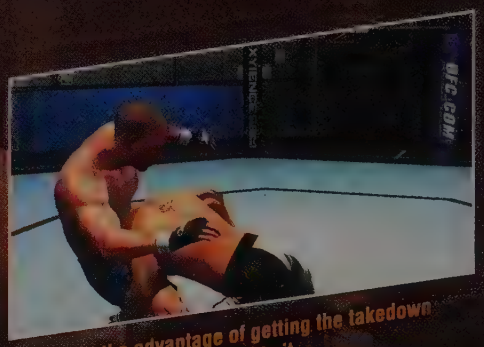
OVERALL RECORD: 16-5-0-0

UFC WINS: 6

UFC LOSSES: 5

"THE MUSCLE SHARK" SEAN SHERK

Sean Sherk started his MMA career as a welterweight in 1999, amassing a stunning 29-1-1 record on the independent MMA circuit, with occasional UFC appearances (his only loss was against Matt Hughes at UFC 42). Sherk returned to the UFC in 2005 and debuted at UFC 56 against Georges St-Pierre, suffering only the second loss of his career.



Sherk has the advantage of getting the takedown pretty much any time he wants it.

At UFC 64, Sherk made his Lightweight Division debut and defeated Kenny Florian via unanimous decision for the UFC Lightweight Championship. He successfully defended it at UFC 73 but was subsequently stripped of the belt after a controversial failed drug test. He attempted to reclaim it from BJ Penn at UFC 84 but lost via TKO in the third round. He bounced back with a win over Tyson Griffin at UFC 90, and is currently scheduled to fight Frank Edgar at UFC 98.

Sherk is an amazingly well-rounded fighter, with generally impressive defensive abilities and a few very potent offensive weapons. With his high strength, speed, and cardio, Sherk can (and should) fight at his own pace, taking opponents into the later rounds so that he can capitalize on their exhaustion. His standing strikes are vicious, and his unparalleled ability to shoot for the takedown sets up opponents for his lethal ground-and-pound. However, there are a few things to keep in mind when fighting as Sherk: although he's strong defensively in the clinch, he doesn't have offense to match it, and his lackluster ground grapple skills make it hard for him to advance his position or keep an opponent from doing the same.

TECHNIQUES

STRIKING
BOXING

GRAPPLING
WRESTLING

ATTRIBUTES

OVERALL RATING	91
STRENGTH	72
SPEED	72
CARDIO	71

SKILLS

STANDING STRIKES OFFENSE	81
STANDING STRIKES DEFENSE	83
STANDING KICKS OFFENSE	58
STANDING KICKS DEFENSE	59
CLINCH STRIKING OFFENSE	60
CLINCH STRIKING DEFENSE	76
GROUND STRIKING OFFENSE	79
GROUND STRIKING DEFENSE	70
CLINCH GRAPPLE OFFENSE	63
CLINCH GRAPPLE DEFENSE	87
TAKEDOWN OFFENSE	88
TAKEDOWN DEFENSE	80
GROUND GRAPPLE OFFENSE	62
GROUND GRAPPLE DEFENSE	59
SUBMISSION OFFENSE	57
SUBMISSION DEFENSE	78

STATISTICS

AGE
35

BIRTHDATE
8/5/73

WEIGHT
170 LBS.

HIEGHT
5'6"

REACH
67"

NATIONALITY

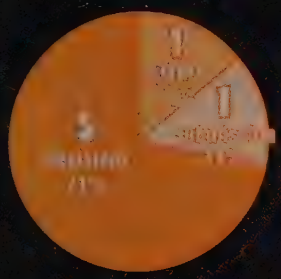
HOMETOWN
MINNEAPOLIS, MN

FIGHTING OUT OF
OAK GROVE, MN

RECORD (AS OF PRESS DATE)

OVERALL RECORD: 37-3-1-0

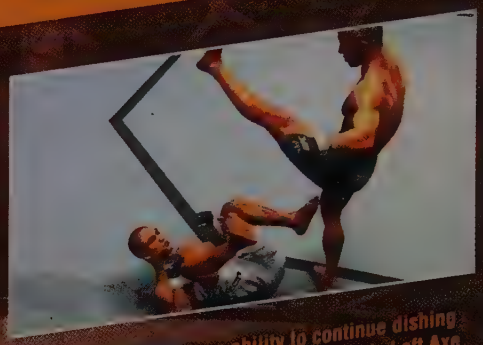
UFC WINS: 7 **UFC LOSSES: 3**



"RUSH" GEORGES ST-PIERRE

Georges St-Pierre might well be the most dominant welterweight in UFC history. He has only two losses on his professional record (both of them avenged), and he is a two-time—and current—UFC Welterweight Champion. He made a successful debut at UFC 46, and won his first two fights before losing to Matt Hughes at UFC 50 in a fight for the vacant UFC Welterweight Championship.

St-Pierre returned at UFC 52, starting a five-fight winning streak. He defeated elite fighters like Sean Sherk and BJ Penn before avenging his loss to Matt Hughes at UFC 65, where he became the UFC Welterweight Champion for the first time. He lost the title in his first defense to Matt Serra at UFC 69. But he quickly regained it and avenged his loss by defeating Matt Hughes at UFC 70 for the undisputed title. Since then, he has defended the championship against Joe Fitch and BJ Penn, and is preparing for a third defense against Thiago Alves.



St-Pierre has the unique ability to continue dishing out damage from Up/Down—Near with his Left Axe Kick to the body.

Georges St-Pierre is one of the most dangerous fighters ever to set foot in the Octagon. His natural strength, speed, and cardio are all extremely impressive, and his overall offensive and defensive skills are second to none. When standing, he has tremendous offensive power, particularly with his kicks, along with good defense. His superior takedown skills let him steer the fight anywhere he wants it. When he's on the ground, he can easily advance his position and lock in or defend against a submission.

St-Pierre's offensive power is limited in the clinch, although his grapple defense is quite high. His weakest points are his ground and clinch striking defense, but if you can avoid winding up on defense in these positions, you should have little trouble finishing your opponent or going the distance to a solid decision victory.

TECHNIQUES

STRIKING
KICKBOXING

GRAPPLING
WRESTLING

ATTRIBUTES

OVERALL RATING	94
STRENGTH	75
SPEED	75
CARDIO	75

SPECIAL TECHNIQUES

The following moves are uniquely available to Georges St-Pierre:

Condition	Xbox 360	PS3	Move
[illegible]	[illegible]	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]	[illegible]

SKILLS

STANDING STRIKES OFFENSE	74
STANDING STRIKES DEFENSE	58
STANDING KICKS OFFENSE	57
STANDING KICKS DEFENSE	35
CLINCH STRIKING OFFENSE	57
CLINCH STRIKING DEFENSE	56
GROUND STRIKING OFFENSE	50
GROUND STRIKING DEFENSE	64
CLINCH GRAPPLE OFFENSE	64
CLINCH GRAPPLE DEFENSE	82
TAKEDOWN OFFENSE	88
TAKEDOWN DEFENSE	88
GROUND GRAPPLE OFFENSE	75
GROUND GRAPPLE DEFENSE	74
SUBMISSION OFFENSE	72
SUBMISSION DEFENSE	73

STATISTICS

AGE
28

BIRTHDATE
5/19/81

WEIGHT
170 LBS.

HIEGHT
5'10"

REACH
75"

NATIONALITY

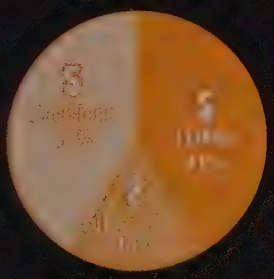
HOMETOWN
MONTREAL, QUEBEC, CANADA

FIGHTING OUT OF
MONTREAL, QUEBEC, CANADA

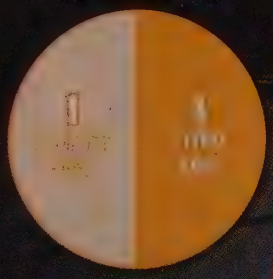
RECORD *(AS OF PRESS DATE)*

OVERALL RECORD: 18-2-0-0

UFC WINS: 12



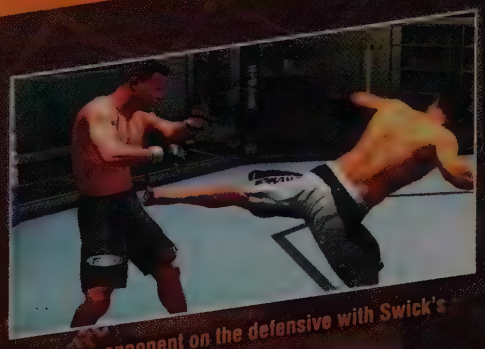
UFC LOSSES: 2



UFC Welterweight Division

George St-Pierre

"QUICK" MIKE SWICK



Keep your opponent on the defensive with Swick's quick kicks.

Mike "Quick" Swick earned his nickname by knocking out Alex Schoenauer 20 seconds into his UFC debut. That was the first of four first round wins for Swick, whose only UFC loss to date came at the hands of Yushin Okami at UFC 69. Since then, Swick has gone on to rack up three more victories, the last of which was a 33-second KO over Jonathan Goulet at UFC: Fight for the Troops, just to remind the UFC fans that he's still "Quick."

Unsurprisingly, "Quick" Swick has extremely impressive natural speed, which helps him to literally beat opponents to the punch in practically any situation. He's slightly faster as a welterweight than he is as a middleweight (and his cardio and strength are a bit better, too), but it's a minor difference. He has incredible standing strike offense and even more impressive standing kicks, but he's not as strong on the ground or in the clinch. When fighting as Swick, stay on your feet as much as possible, and unload on your opponent from striking range.

TECHNIQUES

STRIKING
KICKBOXING

GRAPPLING
BJJ

ATTRIBUTES

OVERALL RATING	83
STRENGTH	60
SPEED	80
CARDIO	53

SKILLS

STANDING STRIKES OFFENSE	79
STANDING STRIKES DEFENSE	67
STANDING KICKS OFFENSE	86
STANDING KICKS DEFENSE	67
CLINCH STRIKING OFFENSE	61
CLINCH STRIKING DEFENSE	57
GROUND STRIKING OFFENSE	59
GROUND STRIKING DEFENSE	56
CLINCH GRAPPLE OFFENSE	60
CLINCH GRAPPLE DEFENSE	56
TAKEDOWN OFFENSE	46
TAKEDOWN DEFENSE	59
GROUND GRAPPLE OFFENSE	55
GROUND GRAPPLE DEFENSE	61
SUBMISSION OFFENSE	66
SUBMISSION DEFENSE	55

STATISTICS

AGE
29

BIRTHDATE
6/19/79

WEIGHT
170 LBS.

HIEGHT
6'1"

REACH
76.5"

NATIONALITY

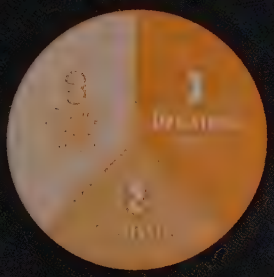
HOMETOWN
HOUSTON, TX

FIGHTING OUT OF
SAN JOSE, CA

RECORD (AS OF PRESS DATE)

OVERALL RECORD: 13-2-0-0

UFC WINS: 8 **UFC LOSSES: 1**



MARK BOCEK

Using Bocek's high ground grapple offense to gain advantaged positions is crucial for his success.

UFC 73 was Mark Bocek's UFC debut against Frank Edgar, and it was also his first professional MMA loss. He fared better in his second outing, winning by unanimous decision over Doug Evans at UFC 79. Mac Danzig defeated Bocek at UFC 83 with a third-round submission. Bocek's last UFC appearance was at UFC 97, where he won his fight over David Bielkheden with a rear naked choke in the first round.

You'll enjoy the most success with Bocek if you use his takedown and ground grapple offense to set up your opponent for a submission. However, you also have to keep in mind that Bocek doesn't have much in the way of defense, especially against any form of striking. And he's not especially fast, so you need to pick your spots carefully. Standing or clinching with a fighter who has any skill in those situations is a recipe for a quick loss. Stay on offense, and stick to your ground game.

TECHNIQUES

STRIKING
BOXING

GRAPPLING
BJJ

ATTRIBUTES

OVERALL RATING	78
STRENGTH	49
SPEED	56
CARDIO	47

SKILLS

STANDING STRIKES OFFENSE	64
STANDING STRIKES DEFENSE	64
STANDING KICKS OFFENSE	61
STANDING KICKS DEFENSE	47
CLINCH STRIKING OFFENSE	48
CLINCH STRIKING DEFENSE	47
GROUND STRIKING OFFENSE	66
GROUND STRIKING DEFENSE	51
CLINCH GRAPPLE OFFENSE	55
CLINCH GRAPPLE DEFENSE	55
TAKEDOWN OFFENSE	71
TAKEDOWN DEFENSE	62
GROUND GRAPPLE OFFENSE	77
GROUND GRAPPLE DEFENSE	55
SUBMISSION OFFENSE	69
SUBMISSION DEFENSE	64

STATISTICS

AGE
27

BIRTHDATE
10/24/81

WEIGHT
155 LBS.

HIEGHT
5'8"

REACH
75"

NATIONALITY

HOMETOWN
TORONTO, ONTARIO, CANADA

FIGHTING OUT OF
WOODBRIDGE, ONTARIO, CANADA

RECORD (AS OF PRESS DATE)

OVERALL RECORD: 7-2-0-0

UFC WINS: 3 **UFC LOSSES: 2**

KYLE BRADLEY

If Bradley can stay on offense with his standing strikes, he has a good shot at victory.

Although he entered the UFC in 2008 with a 13-4 record, Kyle Bradley has enjoyed less success in the world's premier mixed martial arts organization. His UFC 81 debut match against welterweight Chris Lytle lasted only 33 seconds, with Lytle winning via TKO. Despite dropping down to the Lightweight Division, Bradley still struggled against Jon Lauzon, who beat him with a second-round TKO. But at only 26 years old, Bradley still has plenty of time to hone his skills against some of the best fighters in the world.

Bradley's greatest asset is his natural speed, which helps him maximize his standing strikes, the most powerful weapon in his arsenal. However, aside from that, he's an average fighter across the board, with no particular weaknesses, but no special strengths either. His attributes as a lightweight are nearly identical to his welterweight stats; he's slightly stronger but has marginally less speed and cardio. Your best bet is to take advantage of Bradley's speed and striking power, stay on offense, push the pace, and look for a quick KO or TKO.

TECHNIQUES

STRIKING
BOXING

GRAPPLING
BJJ

ATTRIBUTES

OVERALL RATING	75
STRENGTH	59
SPEED	71
CARDIO	48

SKILLS

STANDING STRIKES OFFENSE	71
STANDING STRIKES DEFENSE	60
STANDING KICKS OFFENSE	54
STANDING KICKS DEFENSE	50
CLINCH STRIKING OFFENSE	55
CLINCH STRIKING DEFENSE	50
GROUND STRIKING OFFENSE	55
GROUND STRIKING DEFENSE	52
CLINCH GRAPPLE OFFENSE	50
CLINCH GRAPPLE DEFENSE	46
TAKEDOWN OFFENSE	51
TAKEDOWN DEFENSE	52
GROUND GRAPPLE OFFENSE	49
GROUND GRAPPLE DEFENSE	57
SUBMISSION OFFENSE	55
SUBMISSION DEFENSE	51

STATISTICS

AGE
26

BIRTHDATE
8/19/82

WEIGHT
155 LBS.

HIEGHT
5'9"

REACH
71"

NATIONALITY

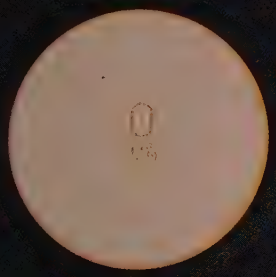
HOMETOWN
BATON ROUGE, LA

FIGHTING OUT OF
BATON ROUGE, LA

RECORD (AS OF PRESS DATE)

OVERALL RECORD: 13-6-0-1

UFC WINS: 0 **UFC LOSSES: 2**



UNDERDOG

RICH CLEMENTI

Clementi's standing strikes are your best option for finishing the fight.

The highlight of Rich Clementi's UFC career was a four-fight winning streak that he started with a submission victory over Anthony Johnson at UFC 76 and carried through to UFC 84. However, his luck ran out at UFC 90, when Gray Maynard beat him by unanimous decision. His last UFC appearance was a submission loss at UFC Fight Night 17.

Clementi is a well-rounded fighter with respectable strength and decent speed. He also has solid clinch striking offense, but his clinch defense is average at best. He's often in trouble on the ground, where his weak ground grapple defense makes it hard to keep an opponent from advancing his position and going for a submission, against which Clementi has little defense.

TECHNIQUES

STRIKING
BOXING

GRAPPLING
BJJ

ATTRIBUTES

OVERALL RATING	81
STRENGTH	73
SPEED	85
CARDIO	53

SKILLS

STANDING STRIKES OFFENSE	65
STANDING STRIKES DEFENSE	69
STANDING KICKS OFFENSE	65
STANDING KICKS DEFENSE	56
CLINCH STRIKING OFFENSE	74
CLINCH STRIKING DEFENSE	49
GROUND STRIKING OFFENSE	62
GROUND STRIKING DEFENSE	52
CLINCH GRAPPLE OFFENSE	56
CLINCH GRAPPLE DEFENSE	57
TAKEDOWN OFFENSE	56
TAKEDOWN DEFENSE	61
GROUND GRAPPLE OFFENSE	51
GROUND GRAPPLE DEFENSE	53
SUBMISSION OFFENSE	63
SUBMISSION DEFENSE	48

STATISTICS

AGE
33

BIRTHDATE
3/31/76

WEIGHT
155 LBS.

HIEGHT
5'9"

REACH
69"

NATIONALITY

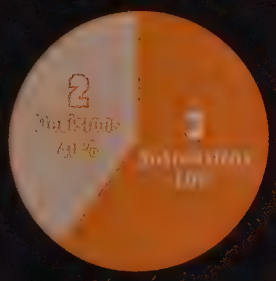
HOMETOWN
EDISON, NJ

FIGHTING OUT OF
SLIDELL, LA

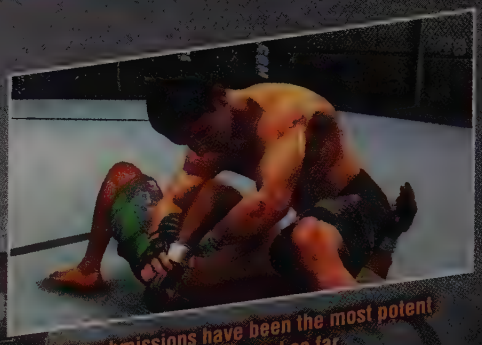
RECORD (AS OF PRESS DATE)

OVERALL RECORD: 40-13-1-0

UFC WINS: 5 **UFC LOSSES: 5**



MAC DANZIG



Danzig's submissions have been the most potent offensive weapon in his arsenal so far.

After spending six years on the independent MMA circuit, Mac Danzig arrived in the UFC as the welterweight Ultimate Fighter from the series' sixth season. A follow-up victory at UFC 82 (also his lightweight debut) improved his record to 2-0, but consecutive losses at UFC Fight Night 15 and 17 evened it out at 2-2.

Both of Danzig's UFC wins have come via submission, so putting your opponent on the ground and advancing your position is key when fighting as Danzig. He also has significant striking power that is backed up by his natural strength. But his defense against standing kicks is a big vulnerability. He's offensively solid in the clinch, but his defense is not at the same level. When facing an opponent who prefers to take things to the ground, stand and strike with him. When facing a striker, rely on Danzig's standing strikes defense to absorb a few blows for the sake of taking down your opponent and going for the submission.

TECHNIQUES

STRIKING
BOXING

GRAPPLING
BJJ

ATTRIBUTES

OVERALL RATING	84
STRENGTH	70
SPEED	53
CARDIO	50

SKILLS

STANDING STRIKES OFFENSE	80
STANDING STRIKES DEFENSE	71
STANDING KICKS OFFENSE	64
STANDING KICKS DEFENSE	40
CLINCH STRIKING OFFENSE	73
CLINCH STRIKING DEFENSE	57
GROUND STRIKING OFFENSE	64
GROUND STRIKING DEFENSE	63
CLINCH GRAPPLE OFFENSE	60
CLINCH GRAPPLE DEFENSE	56
TAKEDOWN OFFENSE	55
TAKEDOWN DEFENSE	50
GROUND GRAPPLE OFFENSE	64
GROUND GRAPPLE DEFENSE	76
SUBMISSION OFFENSE	79
SUBMISSION DEFENSE	69

STATISTICS

AGE
29

BIRTHDATE
1/2/80

WEIGHT
155 LBS.

HIEGHT
5'8"

REACH
70"

NATIONALITY

HOMETOWN
CLEVELAND, OH

FIGHTING OUT OF
LAS VEGAS, NV

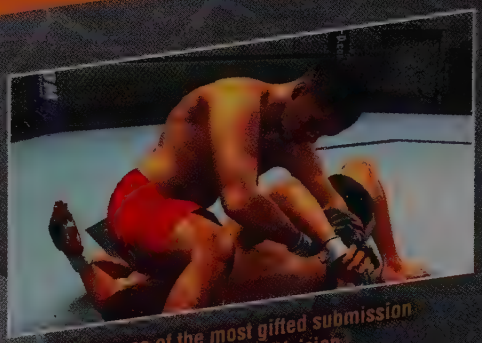
RECORD (AS OF PRESS DATE)

OVERALL RECORD: 19-6-1-0

UFC WINS: 2

UFC LOSSES: 2

NATE DIAZ



Nate Diaz is one of the most gifted submission specialists in the Lightweight Division.

Nate Diaz claimed the title of The Ultimate Fighter in the series' fifth season, and he's lived up to the name ever since. Starting with his victory at The Ultimate Fighter 5 Finale, he won every one of his five fights in 2007 and 2008. He experienced his first UFC loss at UFC 91, a closely fought split decision, but the bout still won Fight of the Night honors.

Four of Diaz's five UFC wins have come by submission, and with his phenomenal submission offense, it's not hard to see why. Your best strategy is to use Diaz's formidable clinch grapple offense to take down your opponent, advance your position with some ground grapple offense, and then go for the submission whenever you get the chance. His clinch and takedown defense leave something to be desired, so stay on offense and push the pace of the fight to prevent your opponent from putting you on the defensive.

TECHNIQUES

STRIKING
BOXING

GRAPPLING
BJJ

ATTRIBUTES

OVERALL RATING	86
STRENGTH	51
SPEED	59
CARDIO	60

SKILLS

STANDING STRIKES OFFENSE	69
STANDING STRIKES DEFENSE	70
STANDING KICKS OFFENSE	51
STANDING KICKS DEFENSE	62
CLINCH STRIKING OFFENSE	66
CLINCH STRIKING DEFENSE	59
GROUND STRIKING OFFENSE	61
GROUND STRIKING DEFENSE	68
CLINCH GRAPPLE OFFENSE	73
CLINCH GRAPPLE DEFENSE	60
TAKEDOWN OFFENSE	57
TAKEDOWN DEFENSE	58
GROUND GRAPPLE OFFENSE	80
GROUND GRAPPLE DEFENSE	67
SUBMISSION OFFENSE	90
SUBMISSION DEFENSE	83

STATISTICS

AGE
24

BIRTHDATE
4/16/85

WEIGHT
155 LBS.

HIEGHT
6'0"

REACH
76"

NATIONALITY

HOMETOWN
STOCKTON, CA

FIGHTING OUT OF
STOCKTON, CA

RECORD (AS OF PRESS DATE)

OVERALL RECORD: 10-3-0-0

UFC WINS: 5 **UFC LOSSES: 1**

Nate Diaz

"HECHO EN MEXICO"
EFRAIN ESCUDERO

Although he's had only one official fight in the UFC Octagon, Efrain Escudero won that fight and, by doing so, the right to be called the Ultimate Fighter in the lightweight division of the series' eighth season. Prior to his appearance in the TUF finale, Escudero racked up 11 wins and no losses, including eight victories by submission. If he can rise to the challenge of the world's premier MMA organization, Escudero could be a breakout superstar.

Escudero's skills are just slightly above average across the board. Thanks to his takedown, submission, and ground grapple skills, he's a slightly better ground fighter than he is a striker, and his BJJ training lets him work submissions from defensive postures. But if push comes to shove, Escudero can adjust his strategy to pursue a standup style of offense if his opponent is weak in that area.

TECHNIQUES

STRIKING
BOXING

GRAPPLING
BJJ

ATTRIBUTES

OVERALL RATING	81
STRENGTH	58
SPEED	62
CARDIO	60

SKILLS

STANDING STRIKES OFFENSE	65
STANDING STRIKES DEFENSE	64
STANDING KICKS OFFENSE	57
STANDING KICKS DEFENSE	56
CLINCH STRIKING OFFENSE	56
CLINCH STRIKING DEFENSE	55
GROUND STRIKING OFFENSE	62
GROUND STRIKING DEFENSE	62
CLINCH GRAPPLE OFFENSE	55
CLINCH GRAPPLE DEFENSE	56
TAKEDOWN OFFENSE	64
TAKEDOWN DEFENSE	62
GROUND GRAPPLE OFFENSE	68
GROUND GRAPPLE DEFENSE	62
SUBMISSION OFFENSE	70
SUBMISSION DEFENSE	66

GameStop Exclusive

Efrain Escudero is exclusively available in GameStop versions of UFC 2009 Undisputed.

STATISTICS

AGE
23

BIRTHDATE
1/15/86

WEIGHT
155 LBS.

HIEGHT
5'9"

REACH
71"

NATIONALITY

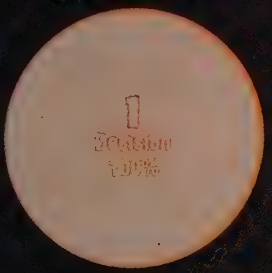
HOMETOWN
SONORA, MEXICO

FIGHTING OUT OF
TEMPE, AZ

RECORD (AS OF PRESS DATE)

OVERALL RECORD: 12-0-0-0

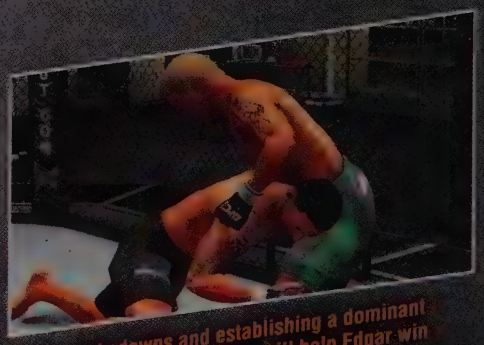
UFC WINS: 1



UFC LOSSES: 0

"THE ANSWER" FRANK EDGAR

H-D.com



Scoring takedowns and establishing a dominant position throughout the fight will help Edgar win the decision.

Frank Edgar's Fight of the Night UFC debut against Tyson Griffin at UFC 67 is one of the most popular matches in UFC history. Despite being locked into a deep kneebar in the third round, Edgar refused to tap out and wound up winning the fight via decision. He's won four of his five UFC fights, losing only to Gray Maynard at UFC Fight Night 13. His next scheduled fight is at UFC 93 against Sean Sherk.

Edgar's speed and cardio are both well above average, giving him the ability to outmaneuver his opponents and go the distance. When fighting as Edgar, you should plan on having to win by decision, because his ability to finish a fight is limited. He can take an opponent to the mat with his tremendous clinch grapple and takedown offense. His ground grapple offense is good enough to advance his position, but his striking and submission skills are somewhat limited. Fortunately, his defense is generally solid, with exceptional ground striking and clinch grapple defense. If you can stay busy and keep working, you should be able to impress the judges.

TECHNIQUES

STRIKING
BOXING

GRAPPLING
WRESTLING

ATTRIBUTES

OVERALL RATING	87
STRENGTH	67
SPEED	72
CARDIO	72

SKILLS

STANDING STRIKES OFFENSE	65
STANDING STRIKES DEFENSE	60
STANDING KICKS OFFENSE	50
STANDING KICKS DEFENSE	63
CLINCH STRIKING OFFENSE	58
CLINCH STRIKING DEFENSE	61
GROUND STRIKING OFFENSE	67
GROUND STRIKING DEFENSE	83
CLINCH GRAPPLE OFFENSE	85
CLINCH GRAPPLE DEFENSE	85
TAKEDOWN OFFENSE	77
TAKEDOWN DEFENSE	62
GROUND GRAPPLE OFFENSE	71
GROUND GRAPPLE DEFENSE	62
SUBMISSION OFFENSE	55
SUBMISSION DEFENSE	59

STATISTICS

AGE
27

BIRTHDATE
10/16/81

WEIGHT
155 LBS.

HIEGHT
5'6"

REACH
68"

NATIONALITY

HOMETOWN
SUMMIT, NJ

FIGHTING OUT OF
TOMS RIVER, NJ

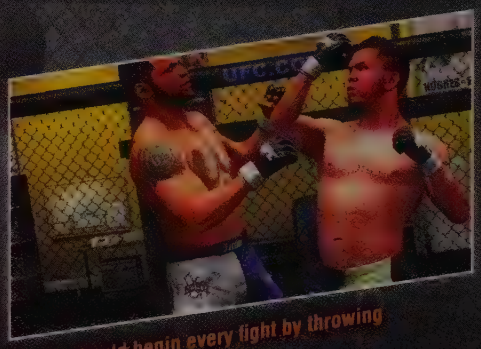
RECORD *(AS OF PRESS DATE)*

OVERALL RECORD: 9-1-0-0

UFC WINS: 4

UFC LOSSES: 1

"THE KING" SPENCER FISHER



Fisher should begin every fight by throwing hard strikes.

Spencer Fisher won his debut fight against Thiago Alves at UFC Ultimate Fight Night 2, as well as his next fight three months later. His first UFC loss was a controversial split decision at UFC 58 in a fight against Sam Stout in which Fisher was a last-minute replacement and had to cut 20 pounds in two days to make weight. Fisher would later avenge this loss at UFC Fight Night 10. Over his three-year UFC career, he's managed to put together an impressive 7-3 record, winning the Submission of the Night award in his last fight at UFC 90.

Fisher is a dangerous striker and underrated submission fighter, with great natural speed that augments his skills. Unless you're completely outmatched in the striking department, you should start every fight with standing strikes and kicks, as these are the two most powerful weapons in his arsenal. Fisher also has respectable submission offense, but getting into a position where you can use it is tricky, because he lacks clinch grapple or takedown offense to put his opponents on the ground. Furthermore, his modest ground grapple offense makes it hard for him to advance his position. Fisher is also generally weak defensively, so stay on offense as much as possible.

TECHNIQUES

STRIKING
BOXING

GRAPPLING
BJJ

ATTRIBUTES

OVERALL RATING	81
STRENGTH	61
SPEED	73
CARDIO	48

SKILLS

STANDING STRIKES OFFENSE	83
STANDING STRIKES DEFENSE	65
STANDING KICKS OFFENSE	75
STANDING KICKS DEFENSE	48
CLINCH STRIKING OFFENSE	64
CLINCH STRIKING DEFENSE	58
GROUND STRIKING OFFENSE	63
GROUND STRIKING DEFENSE	53
CLINCH GRAPPLE OFFENSE	47
CLINCH GRAPPLE DEFENSE	52
TAKEDOWN OFFENSE	47
TAKEDOWN DEFENSE	72
GROUND GRAPPLE OFFENSE	60
GROUND GRAPPLE DEFENSE	51
SUBMISSION OFFENSE	67
SUBMISSION DEFENSE	65

STATISTICS

AGE
33

BIRTHDATE
5/9/76

WEIGHT
155 LBS.

HIEGHT
5'7"

REACH
70"

NATIONALITY

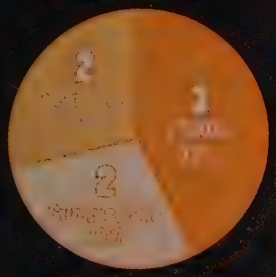
HOMETOWN
CASHIERS, NC

FIGHTING OUT OF
BETTENDORF, IA

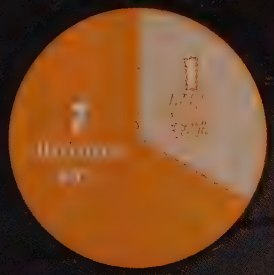
RECORD (AS OF PRESS DATE)

OVERALL RECORD: 23-4-0-0

UFC WINS: 7



UFC LOSSES: 3



"KENELO"

KENNY FLORIAN

Florian can cut any opponent down to size with his lethal kicks.

Although Kenny Florian lost the middleweight final to Diego Sanchez on the first series of *The Ultimate Fighter*, he's established himself as a dominant fighter in the UFC Lightweight Division. Following the loss to Sanchez, Florian won three consecutive fights to earn a shot at the vacant UFC Lightweight Championship, facing Sean Sherk at UFC 64. Florian lost by unanimous decision, but he hasn't lost since. He's defeated Joe Lauzon, Roger Huerta, and Joe Stevenson on his current win streak, which stands at six victories. He ended Huerta's epic 16-win streak at their UFC 87 encounter. Florian is slated to fight BJ Penn for the UFC Lightweight Championship at UFC 101.

Florian's impressive cardio lets him outlast most opponents and gives him the advantage in the later rounds. He can take opponents down to the ground with his high clinch grapple offense. And he can advance his position in search of a submission with his significant ground grapple and submission offense. Florian is also a striker to be reckoned with, boasting impressive standing kicks, clinch striking, and ground striking offense. His biggest defensive weakness is his takedown defense, but even if he winds up on his back, he's comfortable enough on the ground that the fight is far from over.

TECHNIQUES

STRIKING
MUAY THAI

GRAPPLING
BJJ

ATTRIBUTES

OVERALL RATING	92
STRENGTH	56
SPEED	63
CARDIO	74

SKILLS

STANDING STRIKES OFFENSE	59
STANDING STRIKES DEFENSE	72
STANDING KICKS OFFENSE	87
STANDING KICKS DEFENSE	87
CLINCH STRIKING OFFENSE	83
CLINCH STRIKING DEFENSE	70
GROUND STRIKING OFFENSE	75
GROUND STRIKING DEFENSE	65
CLINCH GRAPPLE OFFENSE	75
CLINCH GRAPPLE DEFENSE	73
TAKEDOWN OFFENSE	55
TAKEDOWN DEFENSE	59
GROUND GRAPPLE OFFENSE	70
GROUND GRAPPLE DEFENSE	79
SUBMISSION OFFENSE	80
SUBMISSION DEFENSE	81

STATISTICS

AGE
32

BIRTHDATE
5/26/76

WEIGHT
155 LBS.

HIEGHT
5'10"

REACH
74"

NATIONALITY

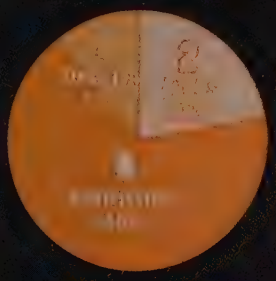
HOMETOWN
WESTWOOD, MA

FIGHTING OUT OF
BOSTON, MA

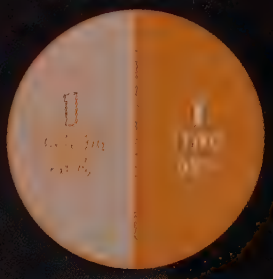
RECORD *(AS OF PRESS DATE)*

OVERALL RECORD: 13-3-0-0

UFC WINS: 9



UFC LOSSES: 2



HERMES FRANCA

If Franca gets an opponent in the clinch, he can do a lot of damage in a short time.

Hermes Franca came to the UFC in 2003 with a unanimous decision victory at UFC 42. He earned a modest 2-2 record before returning to the independent MMA circuit. When he returned to the UFC, he lit the Lightweight Division on fire, winning three consecutive matches and earning an ultimately unsuccessful title shot against UFC Lightweight Champion Sean Sherk at UFC 73. Franca faced Frank Edgar at UFC Fight Night 14 and lost via unanimous decision, but the bout was awarded Fight of the Night honors. His last appearance was a unanimous decision victory over Marcus Aurelio at UFC 99.

Franca's high cardio enables him to stay strong throughout the duration of the match, which is essential for a submission fighter. His ground grapple and submission offense are both highly regarded, but limited takedown and clinch grapple offense makes it difficult for him to get an opponent down to the ground. Defensively, he's weak against standing strikes, clinch strikes and grapples, and takedowns. But his formidable standing kicks and clinch striking offense can make an opponent pay if he rushes in too quickly.

TECHNIQUES

STRIKING
MUAY THAI

GRAPPLING
BJJ

ATTRIBUTES

OVERALL RATING	85
STRENGTH	58
SPEED	55
CARDIO	73

SKILLS

STANDING STRIKES OFFENSE	58
STANDING STRIKES DEFENSE	48
STANDING KICKS OFFENSE	69
STANDING KICKS DEFENSE	66
CLINCH STRIKING OFFENSE	71
CLINCH STRIKING DEFENSE	52
GROUND STRIKING OFFENSE	48
GROUND STRIKING DEFENSE	75
CLINCH GRAPPLE OFFENSE	63
CLINCH GRAPPLE DEFENSE	47
TAKEDOWN OFFENSE	58
TAKEDOWN DEFENSE	56
GROUND GRAPPLE OFFENSE	79
GROUND GRAPPLE DEFENSE	81
SUBMISSION OFFENSE	82
SUBMISSION DEFENSE	92

STATISTICS

AGE
34

BIRTHDATE
8/27/74

WEIGHT
155 LBS.

HIEGHT
5'6"

REACH
70.5"

NATIONALITY

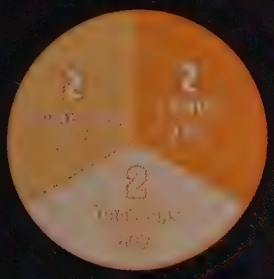
HOMETOWN
FORTALEZA, BRAZIL

FIGHTING OUT OF
JUPITER, FL

RECORD (AS OF PRESS DATE)

OVERALL RECORD: 20-7-0-0

UFC WINS: 6 **UFC LOSSES: 4**



TYSON GRIFFIN

Keep the fight standing with Griffin, and work to score points rather than the KO.

Tyson Griffin came to the UFC with a perfect professional MMA record. He made an immediate impact in his UFC 63 debut, winning by submission less than two minutes into his fight against David Lee and earning the Submission of the Night award. He lost to Frank Edgar in his next fight at UFC 67, but the bout won Fight of the Night honors, the first of five times Griffin would earn the distinction. His only other professional loss came against Sean Sherk at UFC 90, but with a 13-2 record (6-2 in the UFC), there's no doubt that Griffin has a bright future ahead of him in the Lightweight Division.

Tyson Griffin has great natural strength and phenomenal cardio, allowing him to take fights into the later rounds and capitalize on an opponent's exhaustion. It's one of the reasons that seven of his eight UFC fights have ended in a decision. His standing and ground striking skills are his strongest areas, and he has impressive takedown offense as well. He has formidable defense in the clinch, but his offensive skills aren't at the same level. He suffers from a lack of submission and ground grapple skills, so your best bet is to keep the fight standing and outlast your opponent; continually work to score points and look for the knockout.

TECHNIQUES

STRIKING
BOXING

GRAPPLING
WRESTLING

ATTRIBUTES

OVERALL RATING	90
STRENGTH	72
SPEED	51
CARDIO	40

SKILLS

STANDING STRIKES OFFENSE	82
STANDING STRIKES DEFENSE	87
STANDING KICKS OFFENSE	63
STANDING KICKS DEFENSE	61
CLINCH STRIKING OFFENSE	51
CLINCH STRIKING DEFENSE	75
GROUND STRIKING OFFENSE	80
GROUND STRIKING DEFENSE	81
CLINCH GRAPPLE OFFENSE	67
CLINCH GRAPPLE DEFENSE	62
TAKEDOWN OFFENSE	79
TAKEDOWN DEFENSE	66
GROUND GRAPPLE OFFENSE	61
GROUND GRAPPLE DEFENSE	56
SUBMISSION OFFENSE	58
SUBMISSION DEFENSE	58

STATISTICS

AGE
25

BIRTHDATE
4/20/84

WEIGHT
155 LBS.

HIEGHT
5'6"

REACH
69"

NATIONALITY

HOMETOWN
SACRAMENTO, CA

FIGHTING OUT OF
LAS VEGAS, NV

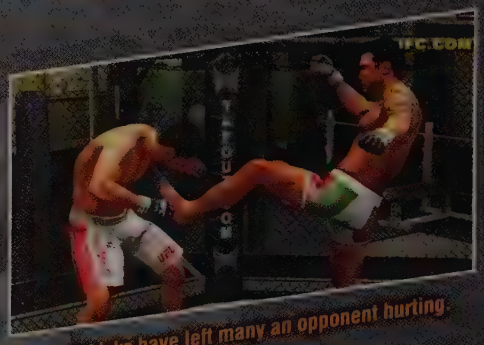
RECORD *(AS OF PRESS DATE)*

OVERALL RECORD: 13-2-0-0

UFC WINS: 6 **UFC LOSSES: 2**

"EL MATADOR"

ROGER HUERTA



Huerta's kicks have left many an opponent hurting.

Roger Huerta came to the UFC in 2006 having earned a professional MMA record of 16-1-1 in just three years. He proved that he was ready for the big leagues by winning his UFC 63 debut, as well as his next five fights, including a stirring come from behind win over Clay Guida that many consider one of the best fights of 2007. His only UFC loss was in his most recent bout, a unanimous decision against Kenny Florian at UFC 87.

Huerta's high strength and cardio let him overpower and outlast many of his opponents. His best offensive weapon is his standing kicks, which is also his strongest defensive area. His defense ranges from above average to nearly impenetrable, so he can take a few high-risk, high-reward chances in a fight. Huerta can dominate a standing opponent with his kicks or his clinch offense. He can likewise punish a downed opponent with his strikes, so tailor your offense to your opponent's weaknesses.

TECHNIQUES

STRIKING
KICKBOXING

GRAPPLING
WRESTLING

ATTRIBUTES

OVERALL RATING	89
STRENGTH	75
SPEED	60
CARDIO	71

SKILLS

STANDING STRIKES OFFENSE	67
STANDING STRIKES DEFENSE	64
STANDING KICKS OFFENSE	85
STANDING KICKS DEFENSE	85
CLINCH STRIKING OFFENSE	75
CLINCH STRIKING DEFENSE	63
GROUND STRIKING OFFENSE	80
GROUND STRIKING DEFENSE	61
CLINCH GRAPPLE OFFENSE	71
CLINCH GRAPPLE DEFENSE	67
TAKEDOWN OFFENSE	67
TAKEDOWN DEFENSE	62
GROUND GRAPPLE OFFENSE	63
GROUND GRAPPLE DEFENSE	57
SUBMISSION OFFENSE	48
SUBMISSION DEFENSE	72

STATISTICS

AGE
25

BIRTHDATE
5/20/83

WEIGHT
155 LBS.

HIEGHT
5'9"

REACH
69"

NATIONALITY

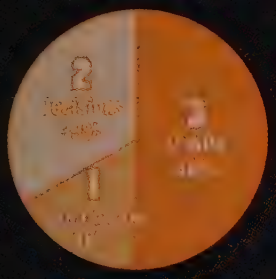
HOMETOWN
LOS ANGELES, CA

FIGHTING OUT OF
MINNEAPOLIS, MN

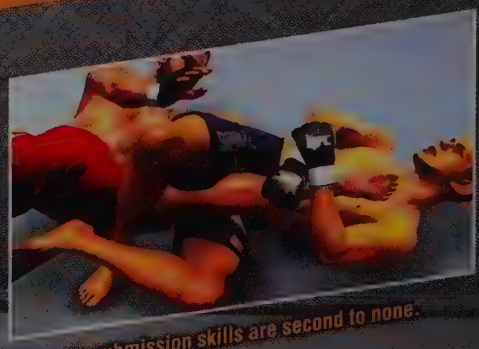
RECORD (AS OF PRESS DATE)

OVERALL RECORD: 22-2-1-1

UFC WINS: 6 **UFC LOSSES: 1**



"J-LAU" JOE LAUZON



Lauzon's submission skills are second to none.

Joe Lauzon's best UFC appearance was a 40-second TKO of Steve Cantwell at UFC 63. Interestingly, Lauzon's next UFC appearance was in a contest for the 4th season of *The Ultimate Fighter*, as a member of BJ Penn's team. Pulver was his rival coach. Although Lauzon lost in his bid to become the Ultimate Fighter, Lauzon continued to fight in the UFC, winning every one of his matches by TKO or submission, except a UFC Fight Night 13 loss to Kenny Florian. He is currently riding a two-fight winning streak, and he won Submission of the Night honors in his last fight against Jeremy Stephens at UFC Fight Night 17, which he also headlined.

Lauzon has one of the strongest ground games in the UFC Lightweight Division. His submission offense is off the charts, and his tremendous ground grapple offense lets him advance his position seemingly at will. His ground striking skills aren't as sharp, so you should look for the submission over the knockout when you're on the ground. Lauzon's standing offense is merely average, and his standing defense isn't much better. However, his clinch skills are significantly better, so lock up rather than stand and strike, and use Lauzon's formidable clinch grapple offense to take your opponent to the ground.

TECHNIQUES

STRIKING
BOXING

GRAPPLING
BJJ

ATTRIBUTES

OVERALL RATING	82
STRENGTH	50
SPEED	64
CARDIO	62

SKILLS

STANDING STRIKES OFFENSE	65
STANDING STRIKES DEFENSE	56
STANDING KICKS OFFENSE	49
STANDING KICKS DEFENSE	60
CLINCH STRIKING OFFENSE	67
CLINCH STRIKING DEFENSE	56
GROUND STRIKING OFFENSE	53
GROUND STRIKING DEFENSE	55
CLINCH GRAPPLE OFFENSE	72
CLINCH GRAPPLE DEFENSE	63
TAKEDOWN OFFENSE	60
TAKEDOWN DEFENSE	48
GROUND GRAPPLE OFFENSE	88
GROUND GRAPPLE DEFENSE	66
SUBMISSION OFFENSE	92
SUBMISSION DEFENSE	79

STATISTICS

AGE
24

BIRTHDATE
5/22/84

WEIGHT
155 LBS.

HIEGHT
5'10"

REACH
70"

NATIONALITY

HOMETOWN
BROCKTON, MA

FIGHTING OUT OF
BRIDGEWATER, MA

RECORD (AS OF PRESS DATE)

OVERALL RECORD: 17-4-0-0

UFC WINS: 5 **UFC LOSSES: 1**

Joe Lauzon

"THE BULLY" GRAY MAYNARD

Maynard can control the location of the fight with his high takedown offense.

Gray Maynard appeared on the fifth season of *The Ultimate Fighter* as a member of the team captained by his friend and training partner, BJ Penn. Despite winning his first two TUF fights, he was eliminated by Nate Diaz in the semifinals. Following a bizarre no contest at The Ultimate Fighter 5 Finale that saw Maynard knock himself out while simultaneously submitting his opponent with a powerful slam, Maynard has won all five of his UFC fights with four decisions and one knockout.

With his natural strength and solid striking skills, Maynard's best path to victory is via knockout. If your opponent is defensively weak against standing strikes, then keep the fight standing and unload on him from striking range. If his ground game is his weaker area, use Maynard's incredible takedown offense to put him down, and unleash some fearsome ground-and-pound. Just be aware of Maynard's defensive limitations on the ground, especially against submissions. His cardio is also limited, so be careful not to get gassed by throwing strikes recklessly.

TECHNIQUES

STRIKING
BOXING

GRAPPLING
WRESTLING

ATTRIBUTES

OVERALL RATING	84
STRENGTH	74
SPEED	62
CARDIO	55

SKILLS

STANDING STRIKES OFFENSE	72
STANDING STRIKES DEFENSE	72
STANDING KICKS OFFENSE	48
STANDING KICKS DEFENSE	64
CLINCH STRIKING OFFENSE	63
CLINCH STRIKING DEFENSE	62
GROUND STRIKING OFFENSE	81
GROUND STRIKING DEFENSE	62
CLINCH GRAPPLE OFFENSE	66
CLINCH GRAPPLE DEFENSE	70
TAKEDOWN OFFENSE	86
TAKEDOWN DEFENSE	81
GROUND GRAPPLE OFFENSE	55
GROUND GRAPPLE DEFENSE	48
SUBMISSION OFFENSE	42
SUBMISSION DEFENSE	49

STATISTICS

AGE
30

BIRTHDATE
5/9/79

WEIGHT
155 LBS.

HIEGHT
5'8"

REACH
70"

NATIONALITY

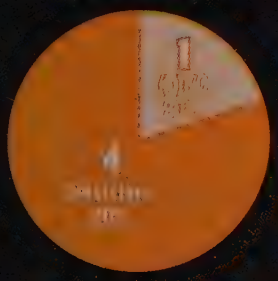
HOMETOWN
PHOENIX, AZ

FIGHTING OUT OF
LAS VEGAS, NV

RECORD *(AS OF PRESS DATE)*

OVERALL RECORD: 8-0-0-1

UFC WINS: 5



UFC LOSSES: 0

"THE PRODIGY"
BJ PENN

Because Penn is such a versatile fighter, your attacks should mirror your opponent's weaknesses.

BJ Penn began his UFC career as a lightweight at UFC 31, with a third-round TKO in his debut fight. Within the first two years of his UFC career, Penn had narrowly missed winning the UFC Lightweight Championship twice. At UFC 46, he defeated UFC Welterweight Champion Matt Hughes in the first round. It was Penn's very first professional MMA fight as a welterweight. Penn and the UFC parted ways for two years, and the UFC Welterweight Championship was vacated. When Penn returned at UFC 84, he lost a split decision to George St-Pierre to become the number one contender for the title. However, Penn actually replaced the injured St-Pierre in the UFC 84 welterweight championship match against champion Matt Hughes, who defeated Penn in the third round by TKO.

Following the loss, Penn returned to the Lightweight Division and defeated Joe Stevenson for the UFC Lightweight Championship. After defending it successfully against Sean Sherk at UFC 84, Penn made another run at George St-Pierre's Welterweight Championship at UFC 94, but again came up short. He is currently preparing for a UFC Lightweight Championship defense against Kenny Florian.

BJ Penn is one of the fastest and most versatile fighters in the Welterweight or Lightweight Divisions. He's stronger, faster, and has better cardio as a lightweight than he does as a welterweight. His standing strikes offense is off the charts, and his submission and ground grapple offense are among the best in the UFC. His defensive abilities are very strong across the board; the closest thing he has to a defensive weakness is a ground strikes defense that is merely above average. If you're facing an opponent with limited ground skills, take or knock him down and quickly advance your position in search of the submission. Against solid ground fighters, stay on your feet and use Penn's striking power and clinch skills to inflict damage and keep them out of their element.

TECHNIQUES

STRIKING
BOXING

GRAPPLING
BJJ

ATTRIBUTES

OVERALL RATING	94
STRENGTH	60
SPEED	80
CARDIO	59

SPECIAL TECHNIQUES

The following moves are uniquely available to BJ Penn:

Condition	Xbox 360	PS3	Move
Standing (Striking Range)	[illegible]+Ⓧ	[illegible]+Ⓞ	Left Jab to Sway Back
Standing (Striking Range)	[illegible]+Ⓧ	[illegible]+Ⓞ	Left [illegible] to Uppercut [illegible]

SKILLS

STANDING STRIKES OFFENSE	92
STANDING STRIKES DEFENSE	85
STANDING KICKS OFFENSE	62
STANDING KICKS DEFENSE	75
CLINCH STRIKING OFFENSE	52
CLINCH STRIKING DEFENSE	74
GROUND STRIKING OFFENSE	68
GROUND STRIKING DEFENSE	66
CLINCH GRAPPLE OFFENSE	57
CLINCH GRAPPLE DEFENSE	75
TAKEDOWN OFFENSE	59
TAKEDOWN DEFENSE	80
GROUND GRAPPLE OFFENSE	86
GROUND GRAPPLE DEFENSE	83
SUBMISSION OFFENSE	83
SUBMISSION DEFENSE	90

STATISTICS

AGE
30

BIRTHDATE
12/13/78

WEIGHT
155 LBS.

HIEGHT
5'9"

REACH
70"

NATIONALITY

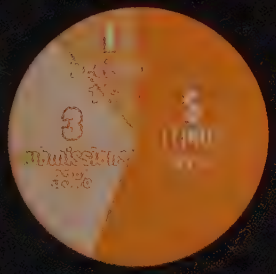
HOMETOWN
KAILUA, HI

FIGHTING OUT OF
HILO, HI

RECORD *(AS OF PRESS DATE)*

OVERALL RECORD: 13-5-1-0

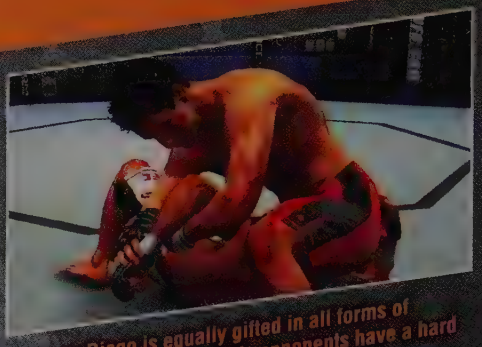
UFC WINS: 9 **UFC LOSSES: 4**



UFC Lightweight Division

BJ Penn

"NIGHTMARE" DIEGO SANCHEZ



Because Diego is equally gifted in all forms of offense, use attacks that his opponents have a hard time defending.

Diego Sanchez is one of the most feared fighters in all of the UFC. He set his sights on winning the first season of *The Ultimate Fighter* as a welterweight, and he accomplished his goal, defeating Kenny Florian with a first round TKO at The Ultimate Fighter Finale. He entered the UFC as a welterweight and assembled a five-fight winning streak before losing a pair of decisions to Josh Koscheck and Jon Fitch at UFC 69 and UFC 76, respectively.

Diego refocused his efforts on regaining momentum, and it paid off with victories at UFC 82 and The Ultimate Fighter 7 Finale. At UFC 85, Sanchez made his Lightweight Division debut and defeated Joe Stevenson by unanimous decision, winning Fight of the Night honors in the process. His next fight is scheduled for the finale of the 2009 season of *The Ultimate Fighter*.

Diego has only two losses to his record, and neither was the result of a knockout or submission, which is a testament to his extremely impressive defensive abilities. He is equally at home when standing, in the clinch, or on the ground, with no glaring weaknesses in any situation. His high cardio also allows him to push the pace of the fight and exhaust less conditioned opponents. Although his cardio is slightly lower as a lightweight, his speed and strength are an improvement over his welterweight attributes. Because Diego is so versatile, your offense should be determined by your opponent's defensive weaknesses. Discover your challenger's Achilles' heel by looking at his defensive stats, and take the fight in that direction.

TECHNIQUES

STRIKING
BOXING

GRAPPLING
WRESTLING

ATTRIBUTES

OVERALL RATING	90
STRENGTH	64
SPEED	60
CARDIO	70

SKILLS

STANDING STRIKES OFFENSE	69
STANDING STRIKES DEFENSE	86
STANDING KICKS OFFENSE	68
STANDING KICKS DEFENSE	63
CLINCH STRIKING OFFENSE	56
CLINCH STRIKING DEFENSE	64
GROUND STRIKING OFFENSE	68
GROUND STRIKING DEFENSE	82
CLINCH GRAPPLE OFFENSE	83
CLINCH GRAPPLE DEFENSE	86
TAKEDOWN OFFENSE	79
TAKEDOWN DEFENSE	67
GROUND GRAPPLE OFFENSE	73
GROUND GRAPPLE DEFENSE	72
SUBMISSION OFFENSE	60
SUBMISSION DEFENSE	72

STATISTICS

AGE
27

BIRTHDATE
12/31/81

WEIGHT
170 LBS.

HIEGHT
5'11"

REACH
75"

NATIONALITY

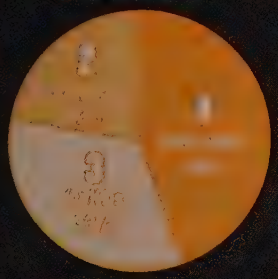
HOMETOWN
ALBUQUERQUE, NM

FIGHTING OUT OF
SAN DIEGO, CA

RECORD *(AS OF PRESS DATE)*

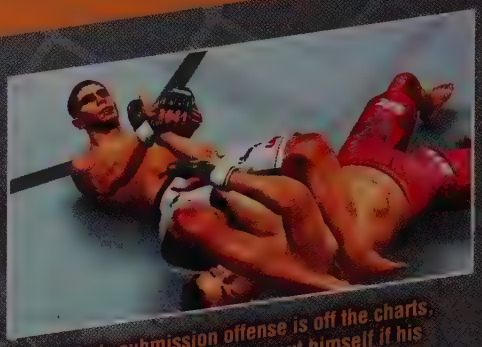
OVERALL RECORD: 22-2-0-0

UFC WINS: 9 **UFC LOSSES: 2**



Diego Sanchez

"HARRY" JOE STEVENSON



Stevenson's submission offense is off the charts, but he's vulnerable to tapping out himself if his opponent gets the upper hand.

Since becoming the welterweight Ultimate Fighter of the series' second season, Joe Stevenson dropped down to the UFC Lightweight Division, where he's gone 5-3 in fights against the cream of the division, including BJ Penn, Kenny Florian, and Diego Sanchez. His headlining fight against Sanchez at UFC 95 was Stevenson's latest UFC appearance. Despite losing the bout by unanimous decision, his performance helped the match earn Fight of the Night honors.

Stevenson is a talented submission fighter with impressive strength and speed. His ground game is generally strong, with solid submission and striking offense and ground grapple defense. He's vulnerable to submissions and can have a tough time advancing his position with his limited ground grapple offense. He also has formidable standing strikes offense and defense, but his clinching skills are only average. When fighting as Stevenson, stay at striking range, snapping off quick strikes, and then shoot for the takedown and look for the submission.

TECHNIQUES

STRIKING
BOXING

GRAPPLING
BJJ

ATTRIBUTES

OVERALL RATING	87
STRENGTH	71
SPEED	74
CARDIO	61

SKILLS

STANDING STRIKES OFFENSE	71
STANDING STRIKES DEFENSE	86
STANDING KICKS OFFENSE	47
STANDING KICKS DEFENSE	65
CLINCH STRIKING OFFENSE	59
CLINCH STRIKING DEFENSE	65
GROUND STRIKING OFFENSE	78
GROUND STRIKING DEFENSE	64
CLINCH GRAPPLE OFFENSE	61
CLINCH GRAPPLE DEFENSE	58
TAKEDOWN OFFENSE	73
TAKEDOWN DEFENSE	63
GROUND GRAPPLE OFFENSE	66
GROUND GRAPPLE DEFENSE	60
SUBMISSION OFFENSE	81
SUBMISSION DEFENSE	55

STATISTICS

AGE
26

BIRTHDATE
6/15/82

WEIGHT
155 LBS.

HIEGHT
5'7"

REACH
70"

NATIONALITY

HOMETOWN
TORRANCE, CA

FIGHTING OUT OF
VICTORVILLE, CA

RECORD (AS OF PRESS DATE)

OVERALL RECORD: 34-10-0-0

UFC WINS: 8 **UFC LOSSES: 4**

"THE TERROR" MATT SERRA

Matt Serra's ground striking skills are among the best in the UFC.

Matt Serra had mixed success in the UFC prior to taking part in the fourth season of *The Ultimate Fighter*, leaving with a 4-4 UFC record. Serra picked up his fifth UFC win and the title of the Ultimate Fighter, with a split decision victory over Chris Lytle. He then added an even more impressive title to his record, when he defeated Georges St-Pierre at UFC 69 with a first-round TKO for the UFC Welterweight Championship.

After returning to *The Ultimate Fighter*, this time as a coach, Serra faced UFC Interim Welterweight Champion Georges St-Pierre at UFC 83 to unify the two welterweight titles. St-Pierre emerged victorious with a second-round TKO and was crowned the undisputed UFC Welterweight Champion. Serra is currently slated to fight longtime rival Matt Hughes at UFC 91.

Matt Serra is an extremely well rounded fighter, with universally solid skills instead of obvious strengths and glaring weaknesses. His attributes are slightly lower as a lightweight than as a welterweight, but not enough to make much of a difference. His standing, ground, and submission defense are all very strong, which makes it difficult for an opponent to finish him. He also has great standing strikes and ground striking offense, as well as tremendous ground grapple and submission offense. If you're facing an opponent who isn't comfortable on the ground, look to take him down and go for the submission. Against grapplers and ground fighters, stay standing at striking range, and whittle them down with strikes and kicks.

TECHNIQUES

STRIKING
BOXING

GRAPPLING
BJJ

ATTRIBUTES

OVERALL RATING	89
STRENGTH	63
SPEED	60
CARDIO	60

SKILLS

STANDING STRIKES OFFENSE	77
STANDING STRIKES DEFENSE	74
STANDING KICKS OFFENSE	59
STANDING KICKS DEFENSE	74
CLINCH STRIKING OFFENSE	59
CLINCH STRIKING DEFENSE	76
GROUND STRIKING OFFENSE	70
GROUND STRIKING DEFENSE	60
CLINCH GRAPPLE OFFENSE	59
CLINCH GRAPPLE DEFENSE	61
TAKEDOWN OFFENSE	61
TAKEDOWN DEFENSE	63
GROUND GRAPPLE OFFENSE	79
GROUND GRAPPLE DEFENSE	77
SUBMISSION OFFENSE	81
SUBMISSION DEFENSE	71

STATISTICS

AGE
34

BIRTHDATE
6/2/74

WEIGHT
155 LBS.

HIEGHT
5'6"

REACH
69"

NATIONALITY

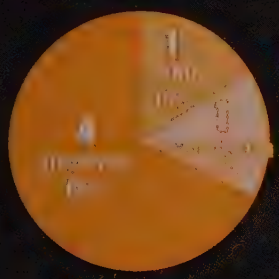
HOMETOWN
EAST MEADOW, NY

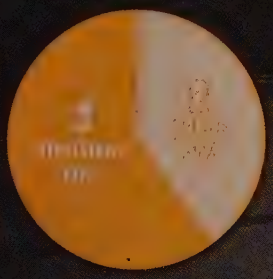
FIGHTING OUT OF
EAST MEADOW, NY

RECORD (AS OF PRESS DATE)

OVERALL RECORD: 16-5-0-0

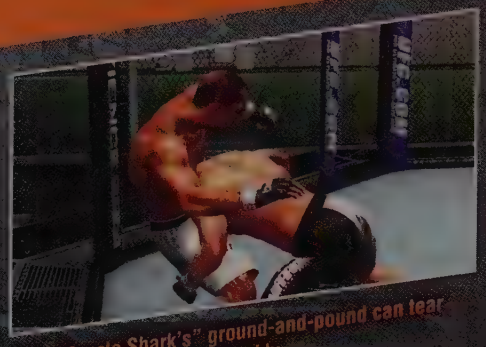
UFC WINS: 6 **UFC LOSSES: 5**





"THE MUSCLE SHARK"

SEAN SHERK



"The Muscle Shark's" ground-and-pound can tear apart an unlucky victim quickly.

Sean Sherk started his MMA career as a welterweight in 1999, amassing a stunning 29-1-1 record on the independent MMA circuit, with occasional UFC appearances. His only loss was against Matt Hughes at UFC 42). Sherk returned to the UFC in 2005 and debuted at UFC 55 against Georges St-Pierre, suffering only the second loss of his career.

At UFC 64, Sherk made his Lightweight Division debut and defeated Kenny Florian via unanimous decision for the UFC Lightweight Championship. He successfully defended it at UFC 73 but was [illegible] stripped of the title after a controversial failed drug test. He attempted to reclaim it from BJ Penn at UFC 84 but lost via TKO in the third round. He bounced back with a win over Tyson Griffin at UFC 90, and is currently scheduled to fight Frank Edgar at UFC 98.

Sherk is an amazingly well rounded fighter, with generally impressive defensive abilities and a few very potent offensive weapons. With his high strength, speed, and cardio (all of which are slightly higher as a lightweight than as a welterweight), Sherk can fight at his own pace, taking opponents into the later rounds so that he can capitalize on their exhaustion. His standing strikes are vicious, and his unparalleled ability to shoot for the takedown sets up opponents for his lethal ground-and-pound. However, there are a few things to keep in mind when fighting as Sherk: although he's strong defensively in the clinch, he doesn't have offense to match it, and his lackluster ground grapple skills make it hard for him to advance his position or keep an opponent from doing the same.

TECHNIQUES

STRIKING
BOXING

GRAPPLING
WRESTLING

ATTRIBUTES

OVERALL RATING	92
STRENGTH	76
SPEED	75
CARDIO	75

SKILLS

STANDING STRIKES OFFENSE	81
STANDING STRIKES DEFENSE	83
STANDING KICKS OFFENSE	58
STANDING KICKS DEFENSE	59
CLINCH STRIKING OFFENSE	80
CLINCH STRIKING DEFENSE	76
GROUND STRIKING OFFENSE	79
GROUND STRIKING DEFENSE	70
CLINCH GRAPPLE OFFENSE	63
CLINCH GRAPPLE DEFENSE	57
TAKEDOWN OFFENSE	88
TAKEDOWN DEFENSE	80
GROUND GRAPPLE OFFENSE	62
GROUND GRAPPLE DEFENSE	59
SUBMISSION OFFENSE	57
SUBMISSION DEFENSE	78

STATISTICS

AGE
35

BIRTHDATE
8/5/73

WEIGHT
155 LBS.

HIEGHT
5'6"

REACH
67"

NATIONALITY

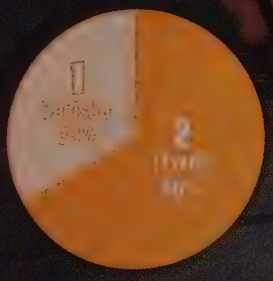
HOMETOWN
MINNEAPOLIS, MN

FIGHTING OUT OF
OAK GROVE, MN

RECORD (AS OF PRESS DATE)

OVERALL RECORD: 37-3-1-0

UFC WINS: 7 **UFC LOSSES: 3**



THIAGO TAVARES

Tavares can finish a fight in a hurry if he cinches in a submission.

Thiago Tavares made his UFC debut at UFC Fight Night 9, in the fourth year of a professional MMA career during which he was undefeated. After winning his first two UFC fights, Tavares got his first taste of defeat at the hands of Tyson Griffin, who won a unanimous decision victory at UFC 76. Since then, Tavares has gone 2-2, with a win in his last fight at IFC 94.

Tavares is a skilled submission fighter who is equally skilled at taking down an opponent with a clinch grapple or by shooting for the takedown. His takedown and clinch grapple defense is limited, but his superior ground grapple defense helps keep opponents from advancing their position when his back is on the ground. And his equally high ground grapple offense allows him to position up with relative ease when in an advantaged position. Tavares isn't much of a striker in any situation, nor does he have great defense against strikes, so taking down your opponent quickly and establishing a dominant position is vital.

TECHNIQUES

STRIKING
MUAY THAI

GRAPPLING
BJJ

ATTRIBUTES

OVERALL RATING	84
STRENGTH	59
SPEED	57
CARDIO	57

SKILLS

STANDING STRIKES OFFENSE	47
STANDING STRIKES DEFENSE	50
STANDING KICKS OFFENSE	67
STANDING KICKS DEFENSE	65
CLINCH STRIKING OFFENSE	51
CLINCH STRIKING DEFENSE	66
GROUND STRIKING OFFENSE	47
GROUND STRIKING DEFENSE	63
CLINCH GRAPPLE OFFENSE	76
CLINCH GRAPPLE DEFENSE	55
TAKEDOWN OFFENSE	74
TAKEDOWN DEFENSE	49
GROUND GRAPPLE OFFENSE	81
GROUND GRAPPLE DEFENSE	82
SUBMISSION OFFENSE	85
SUBMISSION DEFENSE	80

STATISTICS

AGE
24

BIRTHDATE
11/8/84

WEIGHT
155 LBS.

HIEGHT
5'7"

REACH
67"

NATIONALITY

HOMETOWN
FLORIANOPOLIS, BRAZIL

FIGHTING OUT OF
FLORIANOPOLIS, BRAZIL

RECORD (AS OF PRESS DATE)

OVERALL RECORD: 18-3-0-0

UFC WINS: 4

UFC LOSSES: 3

UFC Lightweight Division

Thiago Tavares

CLASSIC FIGHTS

UFC 2009 Undisputed features a Classic Fights Mode, where you can recreate 12 of the UFC's greatest matches and relive some of the most historic moments in mixed martial arts. If you manage to finish the fights the way they originally ended, you unlock their video highlights.

TUF 1 FINALE: FORREST GRIFFIN VS. STEPHAN BONNAR

"It was the first season of The Ultimate Fighter, and two relative unknowns, Forrest Griffin and Stephan Bonnar, battled their way through a grueling competition to meet in the finals. As we watched them get there, we came to know them not just for their skills, but for their tenacity.

"When they finally faced off for the coveted UFC contract in the season finale, we knew it would be a great fight, but no one was really for the war these two brought to the Octagon. Coach Chuck Liddell saw his fighter, Forrest Griffin, win with a unanimous decision after three amazing rounds of non-stop action.

"Griffin vs. Bonnar, the fight that gave us two new superstars, and millions of new fans."

CLASSIC STRATEGY

Unlock Conditions: *Defeat the CPU by Decision with Forrest Griffin*

Both Griffin and Bonnar have extremely heavy hands, so the real challenge in this fight is to not accidentally knock out Bonnar—or let him do the same to you! As Forrest, get off to an early lead on points by controlling the pace of the fight and being more aggressive than Bonnar.

Once Bonnar starts to show signs of fatigue, stick to body strikes and takedowns to continue earning points without running the risk of knocking him out cold and stopping the fight. Keep your hands up to protect your head, and avoid a KO of your own.

MIKE SWICK ON FORREST GRIFFIN VS. STEPHAN BONNAR

"I watched this fight live, moments after winning my first UFC fight. I was so amped and full of life already, and while watching this fight, I knew I was witnessing history."

KENNY FLORIAN ON FORREST GRIFFIN VS. STEPHAN BONNAR

"The Forrest Griffin vs. Stephan Bonnar [fight] was memorable because I was a part of the TUF 1 finale. It significantly helped make MMA as popular as it is today."

UFN 6: DIEGO SANCHEZ VS. KARO PARISYAN

"It was a clash between two welterweight stars: Diego 'Nightmare' Sanchez and Karo 'The Heat' Parisyan. In one of the most talent-filled divisions, Diego Sanchez looked to be unstoppable. 'The Nightmare' was going into this fight with a perfect record, 17 wins, no losses. However, he had never faced anyone like Karo Parisyan, a title contender who has adapted his favorite martial art of Judo to be spectacularly effective in the Octagon.

"It was a grueling battle, and in the end, 'The Nightmare' prevailed with a unanimous decision. Now let's see if you can reproduce the result of Ultimate Fight Night 6's main event, Parisyan vs. Sanchez."

CLASSIC STRATEGY

Unlock Conditions: *Defeat the CPU by Decision with Diego Sanchez.*

Diego is faster than Karo and has better cardio, so you shouldn't have any difficulty outlasting him. But you do have to avoid accidentally KO-ing or TKO-ing him before the end of the fight. And obviously, you can't let him get the win either.

Use Diego's wrestling ability to maintain dominance over Karo and earn points. You can also stand and strike with Karo if you want to, as both fighters are Boxers, and Diego has the edge over Karo in the stats department. Just keep those hands up, whatever you do, and make sure that you continually work to earn points from the judges.

UFC 66: CHUCK LIDDELL VS. TITO ORTIZ II

"Back in UFC 47, Chuck Liddell beat Tito Ortiz with an onslaught of ferocious strikes. Angry and frustrated, Tito had to watch as 'The Iceman' went on to become the Light Heavyweight Champion of the World, the same title that Tito himself held so long ago. And just how Tito dominated with his ground and pound, Chuck dominated with his striking, defending the title with knockout after knockout.

"All the while, Tito was pounding his way back into title contention. At UFC 66, 'The Huntington Beach Bad Boy' got his shot to reclaim the title. However, it was not to be for Tito, as Chuck Liddell rained down blow after blow in the final round to produce a crushing TKO victory.

"Liddell vs. Ortiz 2, can you repeat history? Let's find out."

CLASSIC STRATEGY

Unlock Conditions: *Defeat the CPU by KO or TKO in Round 3 with Chuck Liddell.*

Liddell has phenomenal KO power, so be careful not to hit Tito with too many head punches, or you might accidentally knock him out before the third round. The biggest thing to worry about is Tito's high cardio, which keeps him fresh late into the fight, when you can finally look for the KO. Fortunately, Chuck's high takedown defense helps counter Tito's takedown skills. When Chuck does finally get his opening, Tito's standing strikes defense won't be enough to stop The Iceman's heavy hands.

UFC 71: CHUCK LIDDELL VS. RAMPAGE JACKSON

"Now Chuck 'The Iceman' Liddell had only lost to three men going into UFC 71. He avenged two of those losses by stopping Jeremy Horn and Randy Couture. One of the most dominant fighters of all time, the champ was now getting a chance to even the score against the only other man to beat him: Quinton 'Rampage' Jackson.

Rampage was new to the Octagon, but Pride fans all around the world already loved him for his charisma, his sense of humor, and his impossible stance! He came in with the one thing very few men have when facing Chuck Liddell, confidence. With this confidence, Rampage managed to knock out 'The Iceman' in the first round and take the UFC Light Heavyweight belt as his own.

"Liddell vs. Jackson: can you reproduce the results?"

CLASSIC STRATEGY

Unlock Conditions: *Defeat the CPU by KO ior TKO in the first round with Rampage Jackson.*

There's nothing fancy about this fight. Both Liddell and Rampage are fearsome strikers who put all 205 pounds of body weight behind every punch they throw. The best strategy is to come out guns a-blazing and try to take Chuck's head off with heavy punches. Don't bother conserving your energy—if you don't finish Chuck in the first round, you'll have to try again anyway.

UFC 76: FORREST GRIFFIN VS. SHOGUN RUA

"Twenty-six year old Mauricio 'Shogun' Rua came into the Octagon with a train of destroyed opponents behind him and was considered by many to be one of the top 205-pound fighters in the world. Shogun was getting a chance to show his versatile martial arts skills to American fans, while Griffin, coming off a defeat to Keith Jardine, was getting a chance to prove that he deserved a shot at the Light Heavyweight title. This is exactly what Forrest did, with an amazing rear naked choke victory in the third and final round.

"Griffin vs. Rua: let's see if you can do the same."

CLASSIC STRATEGY

Unlock Condition: *Defeat the CPU by Rear Naked Choke in the third Round with Forrest Griffin.*

The only positions from which Forrest can execute a Rear Naked Choke are Back Mount—Body Triangle and Back Side Control. You can transition into both positions from the Sprawl Position, so stuff Rua on a takedown in the third round to transition and slap on the submission. If that doesn't work, you can also execute it from Rubber Guard.

Be sure to soften up Rua in the first few rounds so that he has very little stamina in the third and can be tapped out easily. His vulnerability to Forrest's standing strikes should help with this.

UFC 77: ANDERSON SILVA VS. RICH FRANKLIN II

In their explosive first meeting, Anderson "The Spider" Silva took the title from Middleweight Champ Rich "Ace" Franklin with a picture perfect display of Muay Thai skills.

Rich wasn't down for long, though. He fought his way back to the number one contender position, and at UFC 77, he got a chance at payback in the rematch we'd all been waiting for. The end result didn't change though, as Silva destroyed Franklin in front of his home crowd with a devastating second round KO.

"Silva vs. Franklin, you up for it?"

CLASSIC STRATEGY

Unlock Conditions: *Defeat the CPU by KO or TKO in the second Round with Anderson Silva.*

Anderson Silva has two incredibly potent knockout weapons, which you should use as soon as the bell rings to start the second round. The first is his Left and Right Head Kicks, which he can throw from Position Standing—Striking position. The other is his Muay Thai whips, against which Franklin has even less defense. Soften him up a bit in the first, and tear him apart in the second, but watch out for Franklin's formidable standing strikes and kicks.

UFC 79: CHUCK LIDDELL VS. WANDERLEI SILVA

During their long reigns as champions, these two men simultaneously terrorized opponents on opposite sides of the globe. One defended his title with devastating punches, the other with explosive knees. The matchup was every fight fan's dream, and at UFC 79, it finally happened: Chuck Liddell vs. Wanderlei Silva!

There was some heat at the weigh-in when Wanderlei taunted Chuck, and some thought the fight would start then and there, but it wasn't until the final bell that fans knew Chuck Liddell was the victor, by unanimous decision.

Liddell vs. Silva: can you take "The Iceman" three rounds against "The Axe Murderer" and pull out the decision? Let's see...

CLASSIC STRATEGY

Unlock Conditions: *Defeat the CPU by Decision with Chuck Liddell.*

Chuck's standing striking power can overwhelm Wanderlei's defense, but if Wanderlei gets Chuck in a Muay Thai Clinch, Chuck is in trouble. The trick is to throw enough good strikes to win the match on points but not knock out Wanderlei. And while you're being careful not to rough him up too badly, he tries to Muay Thai whip your head off.

Keep your energy up so you can break the Muay Thai Clinch when and if you wind up in it. Pepper Wanderlei with a steady stream of rights and lefts to pick up the decision.

THIAGO ALVES ON CHUCK LIDDELL VS. WANDERLEI SILVA

"I'm a huge fan of both guys and had wanted to see them fight for years! The fight was a war and lived up to all the hype!"

UFC 79: GEORGES ST-PIERRE VS. MATT HUGHES III

When they met back in UFC 50, Georges St-Pierre challenged for Matt Hughes' Welterweight title but came up short, getting caught in an armbar in the very last second of round one. GSP earned another shot at UFC 65 and unloaded on Hughes, dropping him in the second round, fulfilling his dream of becoming the Welterweight Champion of the World.

Fate had conspired to bring us this amazing rubber match at UFC 79, St-Pierre vs. Hughes III for the Interim Welterweight Championship. This time it was GSP who managed to catch Hughes in the armbar and submit him in round two to take the interim belt.

Now it's up to you to recreate this classic rubber match result... good luck.

CLASSIC STRATEGY

Unlock Conditions: *Defeat the CPU by Armbar in Round 2 with Georges St-Pierre.*

St-Pierre can execute the Armbar from Mount, Mount—Down, Open Guard, and Open Guard—Full Posture. Considering how solid Hughes' wrestling skills are, that's a mighty tall order. You'll want to weaken Hughes before the second round, so that he doesn't have enough energy to withstand the Armbar. St-Pierre's standing kicks are an excellent tool for this purpose, as Hughes has very limited standing kicks defense.

FRANK MIR ON GEORGES ST-PIERRE VS. MATT HUGHES III

"It showed that anybody can elevate their skill level in any aspect of martial arts. St-Pierre didn't start life as a wrestler, while Hughes had wrestled his whole life, but due to diligent training, GSP was able to throw and take down Hughes almost at will."

UFC 80: BJ PENN VS. JOE STEVENSON

At UFC 80, two outstanding 155-pound fighters were set to square off for the Lightweight Championship: BJ Penn and Joe "Daddy" Stevenson. BJ came in as the favorite. His skills make him one of the most feared and respected fighters in the sport.

But no one was crazy enough to count out Joe Stevenson. After winning The Ultimate Fighter 2 as a welterweight, Stevenson dropped down a weight class and had smashed his way to the title shot with his superior strength and wrestling ability. They both knew it would be a tough bout.

When the night was done, it was BJ Penn who held the belt, with his impressive victory by Rear Naked Choke in round two. Can you do the same?

CLASSIC STRATEGY

Unlock Conditions: *Defeat the CPU by Rear Naked Choke in Round 2 with BJ Penn.*

Back Mount—Body Triangle and Back Side Control are the only positions from which Penn can attempt a Rear Naked Choke. The easiest way to get into a Back Mount is to achieve Mount on Stevenson and let him make the transition to Back Mount (Defense). Stevenson's submission defense is very low, and Penn's is very high, so if you spend the first round softening him up with standing strikes, you should be able to get him to tap out in the second.

UFC 82: ANDERSON SILVA VS. DAN HENDERSON

After Anderson Silva's total domination of the Middleweight Division, "The Spider" earned not only the championship, but the title of greatest pound-for-pound fighter in the world. There was only one man who could compete with those kinds of credentials: another knockout artist by the name of Dan Henderson.

Dan came into the UFC as an international superstar, holding championships in two different weight classes at the same time. At UFC 82, it was Anderson Silva, however, that proved he was the best pound-for-pound fighter, with a Rear Naked Choke victory in the second round.

CLASSIC STRATEGY

Unlock Conditions: *Defeat the CPU by Rear Naked Choke in Round 2 with Anderson Silva.*

Silva's takedown defense isn't equal to Henderson's takedown offense, so you might have a tricky time getting into Sprawl Position, which transitions to the back positions that you need for a Rear Naked Choke. Your better bet might be to get into Rubber Guard from Open Guard—Down (Defense) and transition to a back position from there. Henderson's submission defense isn't stellar, but you'll want to soften him up with some Muay Thai whips and Head Kicks before you try to grapple with him on the ground, which is his element.

UFC 83: MATT SERRA VS. GEORGES ST-PIERRE II

"In their first fight, TUF season 4 winner Matt Serra shocked the world by knocking out GSP in the very first round! After the rematch was delayed due to a Matt Serra injury, the two men met again at UFC 83, in GSP's hometown of Montreal. In this second meeting, it was GSP who walked away with the belt, after a second-round TKO of Serra.

"Serra vs. St-Pierre II. Let's see if you can make it happen again..."

CLASSIC STRATEGY

Unlock Conditions: *Defeat the CPU by KO or TKO in Round 2 with Georges St-Pierre.*

George St.Pierre's standing kicks are the one weapon against which Matt Serra doesn't have equivalent defense. In every other category, GSP's offense is equivalent to or inferior to Serra's defense (except takedowns, but Serra is well protected against ground attacks). Go after Serra's head with standing kicks and punches in the second round. If you don't get sloppy, you should be able to turn Serra's lights out before the end of the round.

NATE MARQUARDT ON MATT SERRA VS. GEORGES ST-PIERRE II

"I helped GSP train for that fight, and I knew that the first fight was a fluke, but fighting someone who has beaten you before is no easy task and takes a true warrior to overcome."

UFC 84: BJ PENN VS. SEAN SHERK

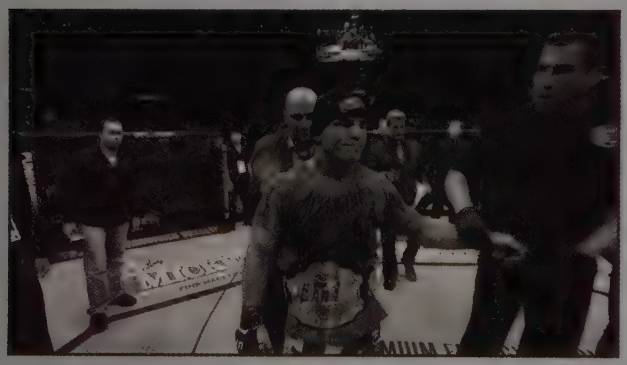
Sean Sherk is one of the most dominant fighters in the exciting 155-pound division. Known for his wrestling and for having the strength of a heavyweight, "The Muscle Shark" became the first Lightweight titleholder after the UFC reinstated the division. Sherk was stripped of the belt just after one defense, due to a controversial drug test result. When it was put up for grabs in a battle between the two top contenders, former champ BJ Penn came away with it.

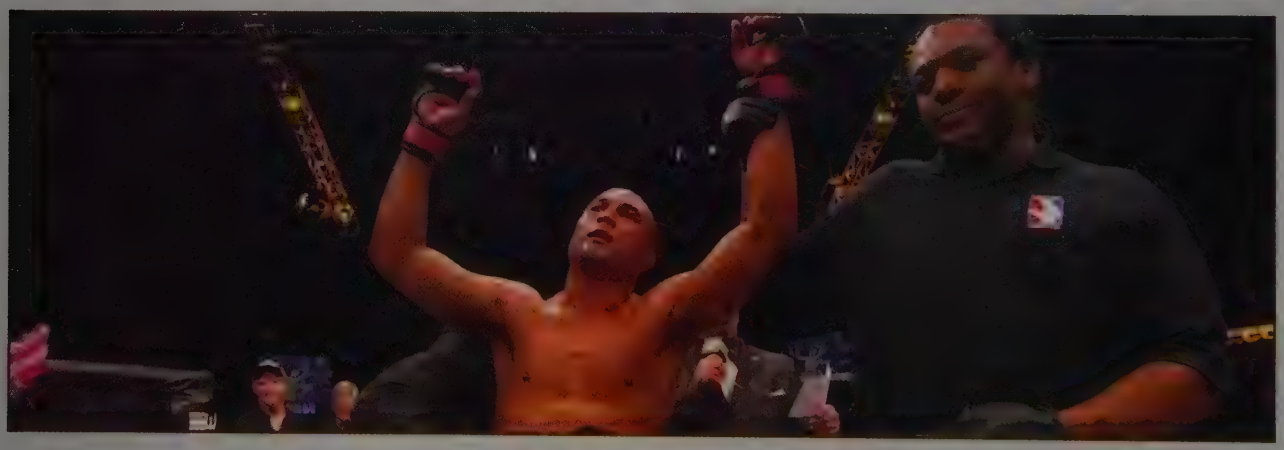
Fast forward to UFC 84, where an angry, determined Sean Sherk returned from a suspension, eager to reclaim what was his. But Sherk just couldn't compete with BJ Penn's power and suffered a brutal loss by TKO in round three.

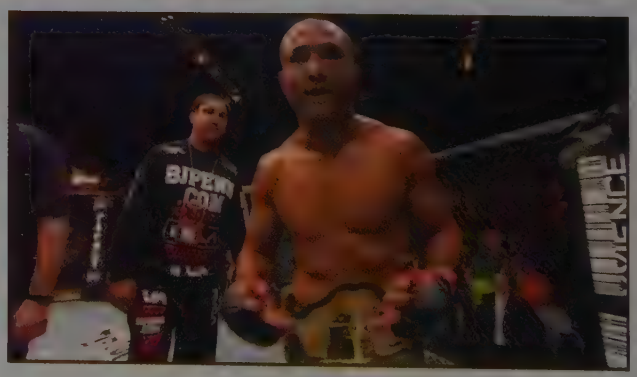
CLASSIC STRATEGY

Unlock Conditions: *Defeat the CPU by KO or TKO in Round 3 with BJ Penn.*

BJ Penn has some of the heaviest hands in the business, and that's exactly what you need to finish off Sherk in the third round. For the first couple of rounds, avoid letting Sherk take you down and dominate you on the ground. Fortunately, although BJ's takedown offense is lackluster, his defense is top-notch. He also has superior ground grapple skills, which makes it very tough for Sherk to do anything after getting the takedown.







ACHIEVEMENTS, TROPHIES, AND SECRETS

GAME PROGRESS

This section of the guide lists all of the secrets in the game, with tips for how to discover them.

If you choose "Game Progress" from the Main menu, you can take a look at how you've done so far and what remains to be accomplished. There are three options in the Game Progress menu:

- **Achievements/Trophies:** *Lists all of the Achievements (Xbox 360) or Trophies (PS3) that you have earned in the game so far.*
- **Records:** *A complete list of performance-related statistics, broken down by online play, offline play, and both modes combined.*
- **Unlock:** *Whenever you unlock items with Cred in Career Mode, they are available in the rest of the game as well; here's where you can see what you have to work with.*

XBOX LIVE ACHIEVEMENTS AND PS3 TROPHIES

The following table lists all of the Xbox Live Achievements/PS3 Trophies available in *UFC 2009 Undisputed*. Some of these can be earned only via online play, some are available only offline, and others are available in either mode.

Achievement	How to Earn It	Secret?	Category	Xbox Points	PS3 Grade	PS3 Trophy Points
Pound-for-Pound Champion	Win the UFC Championship in each weight class in Career Mode.	No	Offline Play	100	Gold	100
Undisputed Champion	Win the UFC Championship with a fighter in Career Mode.	No	Offline Play	25	Silver	25
Hall of Famer	Enter the Hall of Fame with a fighter during Career Mode.	No	Offline Play	25	Silver	25
Call Me "No Touch!"	Complete Career Mode and retire undefeated.	No	Offline Play	75	Gold	75
Where's My Bonus Check?	Obtain the KO, Submission, and Fight of the Night awards with a fighter in Career Mode.	No	Offline Play	20	Bronze	20
That Was Easy!	Win a fight in less than 20 seconds of the first round against a COM UFC Fighter in Exhibition or Career Mode.	No	Offline Play	20	Bronze	20
Student of the game	Complete all tasks from the Tutorial Mode.	No	Offline Play	25	Silver	25
Wax Off!	Escape 20 submission attempts by technical escape against a COM UFC Fighter in Exhibition or Career Mode.	No	Offline Play	20	Bronze	20
Trophy Collector	Obtain all the trophies in Career Mode with a fighter.	No	Offline Play	25	Silver	25
UFC Historian	Unlock all movies from the Classic Fights Mode.	No	Offline Play	20	Silver	20
World Class Striker	Win a fight by KO without using any grappling moves against a COM UFC Fighter in Exhibition or Career Mode.	No	Offline Play	30	Silver	30
World Class Grappler	Win a fight by Submission without using any striking moves against a COM UFC Fighter in Exhibition or Career Mode.	No	Offline Play	30	Silver	30
Roster Run-Through	Complete one fight in Exhibition Mode with each UFC fighter.	No	Offline Play	40	Silver	40
White Belt	Win a Ranked Match with a CAF or UFC fighter in online play.	No	Online Play	10	Bronze	10
Blue Belt	Win 15 Ranked Matches with a CAF or UFC fighter in online play.	No	Online Play	20	Bronze	20
Purple Belt	Win 30 Ranked Matches with a CAF or UFC fighter in online play.	No	Online Play	30	Silver	30
Brown Belt	Win 50 Ranked Matches with a CAF or UFC fighter in online play.	No	Online Play	50	Silver	50
Black Belt	Win 100 Ranked Matches with a CAF or UFC fighter in online play.	No	Online Play	100	Gold	100
Wax On!	Win 15 Ranked Matches with a CAF or UFC fighter by submission in online play.	No	Online Play	30	Silver	30
Papa Said Knock You Out!	Win 15 Ranked Matches with a CAF or UFC fighter by KO in online play.	No	Online Play	30	Silver	30
Gold Digger!	Obtain all the gold medals in an online Ranked Match Weekly Mission.	No	Online Play	30	Silver	30
You Really Like Me!	Gain a million or more fans in online play.	No	Online Play	20	Silver	20
Ooh, in Ya Face!	Win a fight by flash KO in an online Ranked Match with a CAF or UFC fighter.	No	Online Play	25	Silver	25
Original Fighter	Create A Fighter and use the CAF in Exhibition or online play.	No	Online Play	25	Silver	25
Red Belt	Reach level 50 or higher in online play.	No	Online Play	100	Gold	100
Two of My Favorites!	Watch the Octagon Girl cutscene 15 times without skipping it.	Yes	Both	15	Bronze	15
Unbreakable Mouthpieces	Mouthpiece travels more than 3 meters when knocked out.	Yes	Both	15	Bronze	15
Ultimate Highlights	Dominate the opponent in all 3 scenes of a replay segment.	Yes	Both	15	Bronze	15
Ultimate Knockout	From the gassed state, KO an opponent in any mode.	Yes	Both	15	Bronze	15
Ultimate Submission	From the gassed state, Submit an opponent in any mode.	Yes	Both	15	Bronze	15

SECRET FIGHTERS—TAPOUT

The world-famous TapouT crew, producers of the TapouT fighting gear line and stars of the TapouT reality show are available for play as hidden fighters... if you manage to unlock them!

MASK (R.I.P. 1963-2009)

STATISTICS

CLASS
LIGHT HEAVYWEIGHT

AGE
31

BIRTHDATE
3/15/78

WEIGHT
205 LBS.

HIEGHT
6'0"

REACH
73"

NATIONALITY

HOMETOWN
LOS ANGELES, CA

FIGHTING OUT OF
LOS ANGELES, CA

TRAINING CAMP
N/A

TECHNIQUES

STRIKING
BOXING

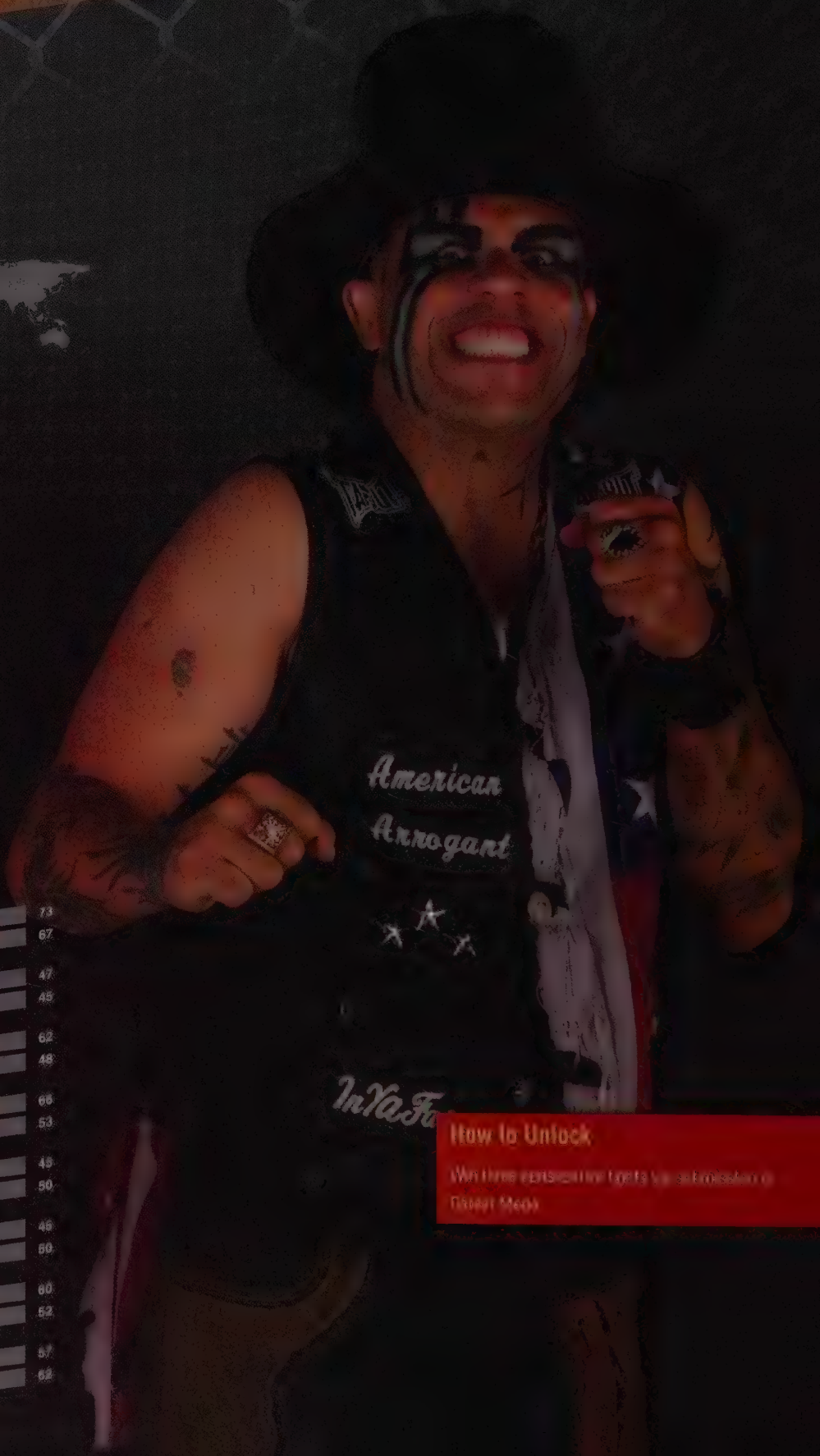
GRAPPLING
BJJ

ATTRIBUTES

OVERALL RATING	74
STRENGTH	47
SPEED	52
CARDIO	50

SKILLS

STANDING STRIKES OFFENSE	73
STANDING STRIKES DEFENSE	67
STANDING KICKS OFFENSE	47
STANDING KICKS DEFENSE	45
CLINCH STRIKING OFFENSE	62
CLINCH STRIKING DEFENSE	48
GROUND STRIKING OFFENSE	66
GROUND STRIKING DEFENSE	53
CLINCH GRAPPLE OFFENSE	45
CLINCH GRAPPLE DEFENSE	50
TAKEDOWN OFFENSE	45
TAKEDOWN DEFENSE	50
GROUND GRAPPLE OFFENSE	60
GROUND GRAPPLE DEFENSE	52
SUBMISSION OFFENSE	57
SUBMISSION DEFENSE	62



How to Unlock

Win three consecutive fights via submission or Beast Mode

PUNKASS

STATISTICS

CLASS
LIGHTWEIGHT

AGE
30

BIRTHDATE
6/6/78

WEIGHT
155 LBS.

HIEGHT
5'9"

REACH
74"

NATIONALITY

HOMETOWN
LOS ANGELES, CA

FIGHTING OUT OF
LOS ANGELES, CA

TRAINING CAMP
N/A

TECHNIQUES

STRIKING
KICKBOXING

GRAPPLING
WRESTLING

ATTRIBUTES

OVERALL RATING	74
STRENGTH	47
SPEED	51
CARDIO	49

SKILLS

STANDING STRIKES OFFENSE	46
STANDING STRIKES DEFENSE	44
STANDING KICKS OFFENSE	69
STANDING KICKS DEFENSE	66
CLINCH STRIKING OFFENSE	63
CLINCH STRIKING DEFENSE	48
GROUND STRIKING OFFENSE	49
GROUND STRIKING DEFENSE	47
CLINCH GRAPPLE OFFENSE	71
CLINCH GRAPPLE DEFENSE	65
TAKEDOWN OFFENSE	68
TAKEDOWN DEFENSE	56
GROUND GRAPPLE OFFENSE	49
GROUND GRAPPLE DEFENSE	49
SUBMISSION OFFENSE	47
SUBMISSION DEFENSE	59

How to Unlock

Earn the Tarantula achievement in Career Mode

Achievements, Trophies and Secrets

SKYSKRAPE

STATISTICS

CLASS
MIDDLEWEIGHT

AGE
30

BIRTHDATE
10/23/78

WEIGHT
185 LBS.

HEIGHT
6'5"

REACH
75"

NATIONALITY

HOMETOWN
LOS ANGELES, CA

FIGHTING OUT OF
LOS ANGELES, CA

TRAINING CAMP
N/A

TECHNIQUES

STRIKING
BOXING

GRAPPLING
WRESTLING

ATTRIBUTES

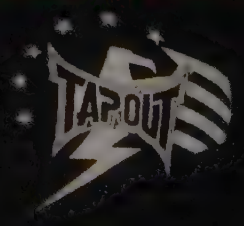
OVERALL RATING	74
STRENGTH	54
SPEED	40
CARDIO	48

SKILLS

STANDING STRIKES OFFENSE	54
STANDING STRIKES DEFENSE	57
STANDING KICKS OFFENSE	45
STANDING KICKS DEFENSE	48
CLINCH STRIKING OFFENSE	52
CLINCH STRIKING DEFENSE	48
GROUND STRIKING OFFENSE	60
GROUND STRIKING DEFENSE	50
CLINCH GRAPPLE OFFENSE	51
CLINCH GRAPPLE DEFENSE	57
TAKEDOWN OFFENSE	69
TAKEDOWN DEFENSE	75
GROUND GRAPPLE OFFENSE	60
GROUND GRAPPLE DEFENSE	51
SUBMISSION OFFENSE	62
SUBMISSION DEFENSE	47

How to Unlock

Enter the following sequence on the Title screen: ↑ ↑ ↓ ← ↓ ← ↓ START



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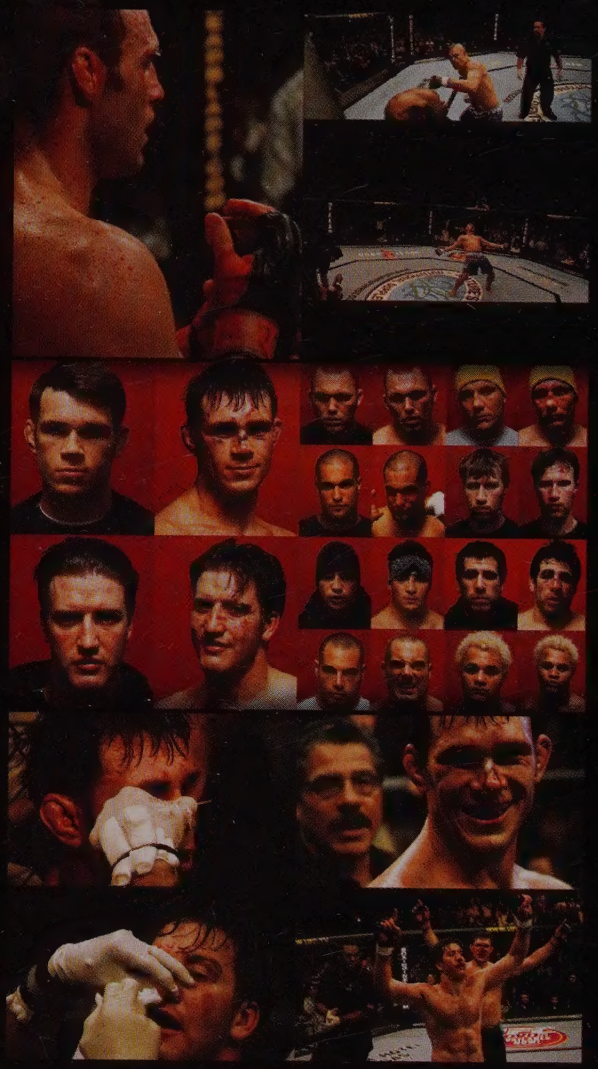
KEVIN LYNCH



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OFFICIAL STRATEGY GUIDE

Written by Bryan Stratton

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During his nine years in the strategy guide business, Bryan Stratton has authored over 60 guides, including ***The World Ends With You*** and ***Dark Sector***. He has also written five years' worth of storylines for THQ and over 100 articles for a number of online gaming sites, including GameSpy.com, DailyRadar.com, and Bitmob.com. He currently resides in Portland, OR, with his girlfriend Sara and two cats, one of whom was well-behaved enough to leave him alone while he was on deadline.

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